

# Booty and the Beasts



MONSTERS AND TREASURES FOR  
FANTASY ROLE-PLAYING GAMES

THOMAS '79

# DEDICATED TO:

NASA  
Truth  
Justice  
and  
Capitalism  
(The American Way)

# Booty and the Beasts

By:

Errol Otus

Nathias Genser

and Paul Relake III

With Special Thanks To:  
Our Good Friend, Jack Vance,  
Georgiann Felts, And  
Distinguished Biologist,  
Alex Panesanko

Illustrated By Errol Otus

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# FOREWORD

Contained in this volume are new monsters, including demons, robots, and parasites, and new magical and technological treasures. Many of these monsters and treasures are of a more powerful nature than will be found in most fantasy role-playing campaigns. This is intentional, for we feel that this will provide a greater challenge and incentive to those more experienced players who, since fantasy role-playing has been around now for a number of years, must be acquiring higher and higher level characters. We also include less powerful monsters such as Fungus Men, Termite People, Goons, etc., and low power items such as the Doorknob of Unrestrained Entry, Vibroblade, Breathing Device, etc. In addition, we provide several charts and lists in the back of this book to aid in the playing of these monsters and treasures. Finally, these monsters and treasures are not intended to stand by themselves but rather to add to the hundreds of monsters and treasures already available.

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# The Beasts CREATURES OF THE LAND

**FUNGUS MEN:** Hit Dice 1-1. Armor Class 6. Dexterity 3-11. Movement 11". These grungy little creatures look like a cross between midgets and toadstools. They generally stand between two and four feet tall and inhabit dim, wet caves going out of doors only at night. The Fungus Men use stalactites for weapons which hit as daggers and giant mushroom tops for shields. When in greatest danger they are capable of emitting an opaque cloud of spores 15 feet in diameter which serves only to obscure vision to cover their escape. Fungus Men are encountered in numbers from 1-10.





**DECDAND:** Hit Dice 7. Armor Class 6. Dexterity 13-14. Movement 18". The Decdand is a tall jet skinned, humanoid beast who is the product of a cross between human and demon. They prowl the forest mainly but on occasions have been known to enter villages late at night in search of unsuspecting peasants. Their black skins make them extremely hard to see during the hours of darkness and when fighting them in the dark, one attacks and defends at -2. Their slashing claws rend for 1-16 points and there is a 10% chance that on any slash they will slit the opponent's eyes or belly (roll) resulting in blindness and death in 1-6 melee turns respectively. Decdands travel in groups of 2-4.

**LIVING HILLS:** Hit Dice 10 per hill. Armor Class 9. Dexterity 1. Movement stationary. The Living Hills are a combination of plant and animal which exist in great hostile herds. Herds are, to all outward appearances, normal grassy hills in areas varying from 1-100 miles in diameter. They feed upon unwary travelers who camp upon their seemingly benign summits. While the campers sleep the hill opens its hidden mouth and swallows one character drawing the unfortunate victim into its gastric system, incapacitating him and dissolving him completely in 10 melee rounds. The Living Hills swallow nearly soundlessly and unless someone is looking directly at the Hill's victim, there is only a 5% chance that his absence will be noticed.

**ANTHROSAUR:** Hit Dice 17. Armor Class -4. Dexterity 17-22. Movement 24". One of the most fearsome land beasts in existence, the Anthrosaur has the lower body of a fat, heavily scaled lizard and the torso of an insect. Extending over 25 feet in length, this monster can attack with its two giant claws for 7-30 points each. If a 16 or over is rolled when attacking with its claws, the Anthrosaur will have pinned its opponents' arms to its sides, incapacitating them. To escape the beast's grasp, one must roll the percent dictated by dividing the victim's hit dice by the Anthrosaur's. For example, if together, a ninth level fighter, wishes to escape, he must roll 33% or less which is equal to 9 divided by 27. This roll is allowed once per melee round. The creature's mandibles bite for 1-16 points. There is a 30% chance that the jaws will cut their opponent completely in half just below the navel. This beast may also slap with its heavy tail for 8-26 points, throwing the target (if ogre sized or smaller), 1-30 feet, and snapping a random bone. Finally, the Anthrosaur may breath fuming formic acid in a cone 30 by 20 feet. All within the cone will be blinded and will take 6-16 continuous damage; i.e., one will continue taking the initial damage every melee round until the person is either dead or has the acid neutralized. A save will result in blindness for but 1 melee round and the initial damage only. Because of this creature's extremely hard armor, any weapon striking it has a 50% chance of breaking -5% per weapon plus. Anthrosaur



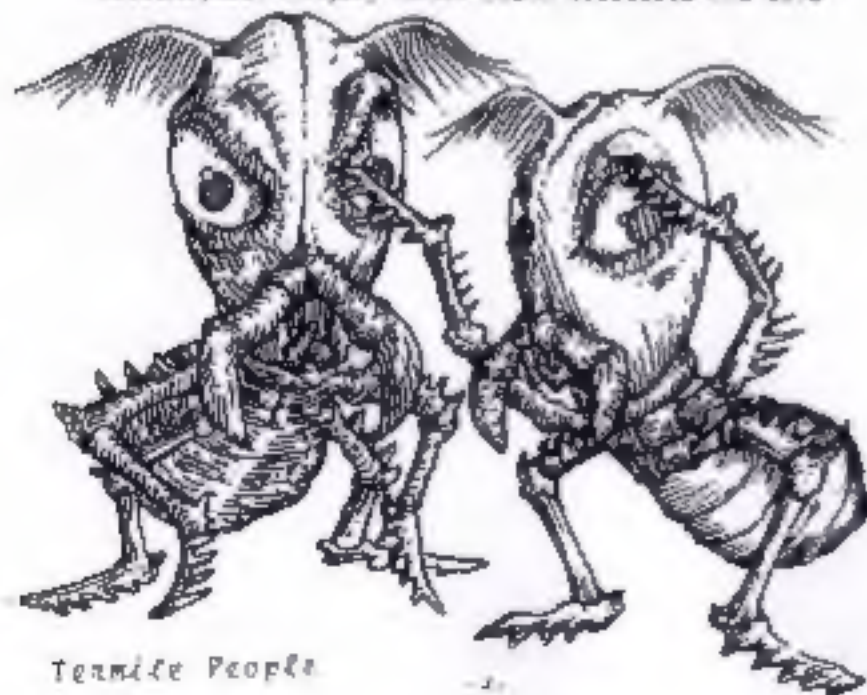
ANTHROSAUR



are always found alone.

**LEUCOMORPH:** Hit Dice 13. Armor Class 2. Dexterity 4-13. Movement 12". A degenerate descendant of Chulhu and the old ones, the Leucomorph is about the most disgusting and repulsive creature around. Its misshapen torso looms over 7 feet tall. At its base, in place of legs are thick sucker-lined tentacles. Hundreds of inch-thick cilia writhe obscenely in its huge drooling maw, and crowning the beast's head are many waving antennae. Any intelligent creature viewing a Leucomorph must save or flee in terror for one hour. If a save is made the viewer will merely writh uncontrollably for 1-4 melee rounds, causing him to attack and defend at -6. If there is a target within five feet, the Leucomorph may strike with 1-6 of its tentacles constricting for 3-18 points each. It may punch with its fists which do 4-12 each and knock a man-sized victim 20 feet backwards. This creature can also attempt to remove an opponent's spine by draping its many cilia over an enemy's head and then sucking the spine out through the cranial region, causing instant death, of course. Because of the difficulty of this task, there is only a 20% chance that on any hit the spine will be removed. If unsuccessful, the victim will still take 3-12 alkaline damage.

**THE TERMITE PEOPLE:** Hit Dice 1. Armor Class 5. Dexterity 1-12. Movement 12". The Termite People are intelligent, roughly dwarf-sized creatures who live



Termite People

either in trees in groups of 2-12 or in tall earthen mounds in larger colonies of about 100. Believing destruction to be the better part of valor, the Termite People will attack only when they outnumber their opponents, and will often flee from battle at the first signs of defeat. Where Fungus Men are concerned, this is a different story. The mushroom creatures are the favorite food of this small insect race and this has understandably led to great animosity between the two groups. Whenever they spy a member of the opposite race they will go into a full berserk fury. Termite People can strike either with their claws for 1-6 or bite for 1 point plus 1 die acid damage.

**THE FLINGING FERN:** Hit Dice 1. Armor Class 7. Dexterity 7-12. Movement stationary. This plant creature resembles a large weeping willow. However, at the end of each branch there is an apple-sized purple gray fruit. When something living comes within 30 feet, the tree will draw back its branches and fling its fruit at it. The fruits hit as armor class 9 and will do 4-24 fragmentation damage, implanting seeds within the target. In addition, the ruptured bulbs release a noxious vapor causing all within 5 feet of the point of impact to save or fall into unconsciousness. During any one melee round the tree may release 1-8 fruit. When the tree is killed all of the creature's remaining explosives (usually 1-10 are left) fall to the ground and can be used as grenades with the above effects. Flinging ferns are usually encountered in small groves of 1-4 trees.

**COERL:** Hit Dice 14. Armor Class 3. Dexterity 17-18. Movement 14". The Coerl has the appearance of black feline, twice the length of a Bengal tiger. Sprouting from the beast's massive shoulders are two smooth tentacles, each 10 feet in length, and able to manipulate any machine or weapon. Possessed of above-human intelligence and a high level of technological advancement, the Coerl race are kept from creating an advanced civilization only by their intense territoriality and hunger, which keep the members of the species spread far apart. The Coerl can mentally detect any living creature within 240 feet and will attempt to surprise its opponent doing so 5 times out of 6. They can either manipulate a technological weapon or strike with their tentacles, the latter attack doing 8-36 constriction damage each. Their front claws can slash for 3-24 each and they may bite for 2-16 plus (drain 1) body phosphorus on which they feed. The effects of the phosphorus drain vary with the amount removed:

Roll Percentile Dice	
1-25%	no effect
26-50%	stun - 1-4 melee rounds
51-75%	paralysis 1-10 hours
76-100%	death



A save will result in the effect of the previous increment. Coorix live alone except during their mating season (10% chance) when pairs will be found.

**ERB:** Hit Dice 1. Armor Class 4. Dexterity 13-15. Movement 12". Often found lurking in dimly lit forests, the Erb appears as a tall, gray green humanoid, reaching 8 or 9 feet in height. From its forehead project 1 foot long stalks on which the Erb's eyes are situated. With these independently functioning visual organs, the Erb is always aware of its surroundings and so is never surprised. Possessed of a near human level of intelligence, the Erb attacks with great cunning, ambushing its opponents whenever possible. When attacking the Erb will attempt to bite its opponent for 1-10 and then lower its head, bringing its six daggerlike horns into play. After penetrating the target's chest area, the horns close in and lock like the jaws of a steam shovel. The Erb will then withdraw attempting to pull out its opponent's rib cage. The initial penetration and withdrawal of the horns inflict 3-14 points, but if 4 over the number to hit is scored, the Erb will have succeeded in removing 1-10 ribs, adding 1-4 points damage per rib removed. Erbs often can be found in the company of Grues, not only for hunting purposes, but also for recreation. The two creatures have developed a game similar to rugby. However, instead of using a pigskin ball, they use a living Tarnite Person, adding extra excitement to the game. Erbs are found in groups of 1-4.

**GRUE:** Hit Dice 4. Armor Class 3. Dexterity 8-11. Movement 6". Grues are dim witted reptilian creatures who roam forests, deserts and plains in search of slow, unwary prey. Although quadruped, they shift constantly from two to four legs, comfortable in neither position. They attack with their massive mouths for 1-10 and whack with their flail-like tails for 2-20. In addition, their tails secrete a gooey enzyme which when smeared across a victim's body will enter through his pores and attack the victim's blood cells. This will cause the person to become anemic; i.e., he will lose all his hair, turn pale white, and lose 1-6 points of his strength and constitution that will last until a neutralize poison is cast. Grues will often be found with an equal number of Erbs for the Grues admire Erbs for their stature and intellectual ability.

**MOUTH MONSTER:** Hit Dice 11. Armor Class 3. Dexterity 3-5. Movement 11". This beast is named after its most prominent feature, his tremendous mouth. The body of this creature resembles a mix of a fat toad and a rhinoceros. Lacking all but a rudimentary intelligence the Mouth Monster relies on the axiom "if it moves, eat it," and will attack any moving target within sight. The animal's single form of attack is a bite with its huge, toothless maw, doing 8-64 points damage and smashing 1-4 bones. If 5 over the number needed to hit is scored, the Mouth Monster has succeeded in swallowing



Erb and Grue



its victim (up to ogre size), giving the victim an additional 5-30 acid damage, save or half. The only way to remove a swallowed character is by cutting him from the carcass of the beast. Anyone inside the belly of the creature will continue taking the acid damage each turn until he is rescued.

**DEATHSPINNER:** Hit Dice 13. Armor Class 1. Dexterity 11-20. Movement 12". The Deathspinner is a 5 foot tall, 15 foot in diameter silver spider. This arachnid makes its home in derelict spacecraft and similar areas of once high technology. In battle the Deathspinner can strike with 4 of its 4 legs per melee round for 2-12 each, but relies on its highly specialized web as its main offensive weapon. Each strand of this web is one molecule thick, but possesses high tensile strength and so is nearly invisible, yet when passed through, will slice a person into french fry-like segments. These webs are usually strung randomly about the beast's lair. However, once a day the spider may, instead of attacking with its legs, turn and fire a 15 foot by 15 foot web. All within the dimensions of this net must roll one-half their dexterity or less or be trapped under the web with the previously listed effects.

**MALEVOLENT MANA MUNCHER:** Hit Dice 17. Armor Class 8. Dexterity 17-27. Movement 12". This irritating creature is totally unoffensive to characters themselves.

### Malevolent Mana Muncher



for its only desire is to steal the characters' magical items, as it eats them. Its 3 extremely dexterous tentacles can snatch off any loosely held item (amulet, crown, etc.) on a roll of 6 or better, then stuff it into its frothing innards. The item must then save versus acid and crush. The Muncher suffers no ill effects from exploding staves, wands and the like, and it feeds off the magic they produce. If the creature attempts to grasp a firmly held item like a sword, staff or ring, the target of the beast's attack must roll his strength or less on a 20 sided die or lose hold of said item. Mana Munchers snatch only magical items, leaving technological and other items alone. These beings travel in numbers from 1-4 and are found rummaging through old temples and ruins.

**REACTOR BEAST:** Hit Dice 11. Armor Class 3. Dexterity 3-9. Movement 6". Ambling slowly along, the Reactor Beast appears as a 70 foot long gray skinned hippopotamus-like reptile, which eats constantly. Inside the creature there exists a raging atomic furnace which breaks down any material into nuclear energy on which the beast feeds. Although normally docile, if provoked, the Reactor Beast gets quite angry and belches forth a cloud of radioactive plasma. This breath is a cone 40 feet long and 20 feet wide. All within the area affected must save or be disrupted. If a save is made, the victim takes 10-20 initial points damage plus one point of damage which will continue every melee round thereafter until the damage is totally healed or the victim is dead. The continuous radiation damage may not be regenerated. Reactor Beasts are found in herds of 2-12.

**THE DARA:** Hit Dice 4. Armor Class 4. Dexterity 13-15. Movement 12". The Dara are a race of hermaphroditic creatures who outwardly look like sweet and innocent young girls 8 or 9 years old. In actuality, they possess a highly malevolent and devious mind and internally, closely resemble a cockroach. Their single form of attack is their hidden sting which can lash out up to 3 feet away. The sting does 1-5 points damage in addition to injecting a poison which will paralyze an opponent unless a save is made. If made, the victim will have one-half dexterity and movement for 10 minutes. The Dara always work alone, using their deceptive appearance to trap unwary travelers. They are always found wandering aimlessly, apparently lost.

**STAR SPECTER:** Hit Dice 15. Armor Class 3. Dexterity 13-15. Movement 12". Found gliding soundlessly across dim corridors and through deep caverns, Star Specters search for the living. A Specter can detect any life within 540 feet and will always attack, approaching its victim soundlessly, surprising 5 out of 6 times. The appearance of this undead is that of a large bent and crippled man, wearing a shroud of dead black flecked with stars. In battle, the specter will strike its opponents with its two mawshaped hands for 3-10 each. On any unsuccessful





Tortilla

hit the victim must save or have his intelligence and wisdom drained completely. If a save is made the statistics are merely halved, the effect lasting for 1-10 melee rounds. Any creature approaching within 10 feet of this creature must save or be teleported into the heart of the nearest star. The Star Sucker is unaffected by non-magic weaponry and technological attacks (lasers, phasers, etc.)

**TORTILLA:** Hit Dice 3-5. Armor Class 7. Dexterity 3-15. Movement 12" on foot or swinging through trees. The Tortilla usually travel in large packs (10-40), roaming across savannas and through jungle in search of the rare juju fruit which they consider a great delicacy. They look like large yellow gorillas with tortoise-like shells covering their chests. They attack by grasping an opponent and smashing them against their tough carapace for 3-12 points. In addition they bite for 1-6 points. Their shells provide the Tortilla with a great deal of protection as any normal weapon striking them has a 50% chance of breaking, doing no damage to the Tortilla. These creatures have been known to carry off beautiful women into the deep jungle for unpredictable acts, returning them only for large amounts of juju fruit.

**THE THRESHER:** Hit Dice 14. Armor Class 2. Dexterity 14-19. Movement 12". Genetically engineered by an

insane magician for infantry troops, the Thresher is a man-sized insectoid monster equipped with two scythe-like hands with which it slices up its opponents. These sickle-like claws hit for 5-10 points each. In addition, on each successful attack, there is a 25% chance that this creature will have sliced an opponent's appendage off. Roll to determine appendage sliced off:

- 1-1 Head
- 3-4 Left arm
- 5-6 Left leg
- 7-8 Right leg
- 9-10 Right arm

To find how far up the limb the sever occurred, roll for percentage: 1% at finger, 100% at shoulder, etc. Threshers travel in groups of 4.



Thresher

**DRILLBEAST:** Hit Dice 4. Armor Class 5. Dexterity 7-14. Movement 12" on surface, 4" through the ground. A strange mixture of beast and machinery, the Drillbeast was originally created for the construction of caverns, tunnels, and dungeons. With their metallic drill cores, they can burrow through soil or rock with ease. Their favorite form of attack is to wait just below the surface pointed upwards. When it detects the vibrations of footsteps approaching, it drills upwards, spearing its victim.

for 1-24 points damage. There is a 10% chance that the drill will impale its opponent doing double damage and throwing the victim 1-20 feet in a random direction.

**JOVIAN:** Hit Dice 1. Armor Class 2. Size 13-14. Movement 12". The Jovian's lowly stature and seemingly comic construction belies this race's great physical as well as mental abilities. A land going extraterrestrial people, the Jovians come from a world with many times the gravity of our own, giving them a tremendous musculature. Because of this, they are able to jump up to 50 feet with a maximum height of 30 feet. Their favorite form of attack, aside from their many technological weapons, is to leap upon their opponent (hit vs. A.C. 5) giving the target 3-14 points and there is a 50% chance that the impact will bowl over a man-sized opponent. The Jovian will then punch its adversary for 3-16 with each fist. There is a 25% chance that each strike will pulverize a bone in the victim's body. A standard Jovian expedition team consists of 10 men who clear areas for colonists to live on. Their favorite technological weapons are the laser guided rocket gun and the massive plasma gun, both of which they easily wield singly.



Jovian

**SLAVER SUNFLOWER:** Hit Dice 1 point per blossom. Area Class 9. Dexterity 10. Movement 10". Created

by the ancient slave race for the protection of their homes. the shoulder-high wild flowers will flourish upon almost any surface in numbers around 1,000. When something comes within 120 feet, the plants will swivel so that their highly reflective petals focus the sunlight upon it. At any one time, 1-100 flowers will focus properly doing 1 point each. A save results in half damage. The Sunflowers use the ashes of their victims for fertilizer. In order for the flowers to operate effectively, the sun must be out and shining upon them.

**NEUTRONIUM GOLEM:** Hit Dice 40. Armor Class 1. Dexterity 1. Movement 12". This animated creature is constructed of neutronium, a metal made of solid neutrons and so dense that a teaspoon of it would weigh as much as a mountain. This metal can be found only at the heart of a degenerate star. The Golem's immense weight is held in check by powerful magnetic fields and so retains a man-shaped figure 12 feet in height. This creature can strike with its two fists for 20-100 points damage as each of his hands weigh as much as a small planetoid. Each successful hit will shatter 1-10 bones and will throw an opponent up to the size of a small skyscraper 1-100 feet backwards. Once per day the Neutronium Golem may cause the magnetic fields surrounding its body to flicker off for a nano second, causing all within a 30 foot radius to be sucked onto the Golem. A save is allowed on an 11 or greater. If the save is failed, the being will be crushed onto the Golem evenly distributed over its entire surface and adding infinitesimally to the Golem's mass. All items upon the flattened person must save versus crush -4 or be destroyed. If a save is made the victim is merely drawn violently against the Golem with the following effects varying with the distance from the Golem:

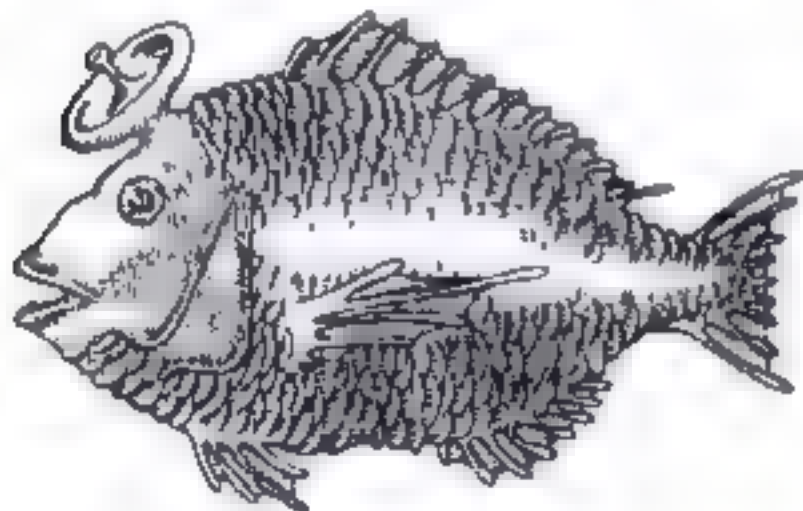
1-10 feet	2-10 points plus stun - 1 mile round
11-20 feet	4-40 points, stun 1-2 rounds, break 1 bone
21-30 feet	16-160 points, stun 1-10 rounds, break 1-8 bones

The Neutronium Golem is immune to charm, stunning, paralysis, poison (venom), life level loss, diseases, and any attacks involving movement; i.e., telekinesis, gravitational effect, tractor-pressure rays, etc. In addition, anything coming into physical contact with the creature must save at its present level with no protection, resistance, or pluses, or be crushed onto the Golem. When and if this creature is killed, it instantly crushes in upon itself until nothing remains.



# CREATURES OF THE SEA

**SONIC FISH** \* *Deep #* *Area 1* *as ?* *Discovery 12*  
 1. Movement: 1 The Sonic Fish is a hunter of tide pools and sea shores because of this he is often the victim of the Giant Stone Anemone. However he has a very effective weapon he can use when defending himself or when he hunts his prey usually small fish, dogs and even seals. The weapon is a high frequency sound generating organ which can blast an opponent in water for 4-31 points of sonic damage up to 120 feet away. It can also strike its head up out of the water to blast the aforementioned children and dogs who may be frolicing on the beach or among the tide pools. In the open air, the organ delivers 2-15 points of damage up to 60 feet away. The fish can use this attack but 3 times a

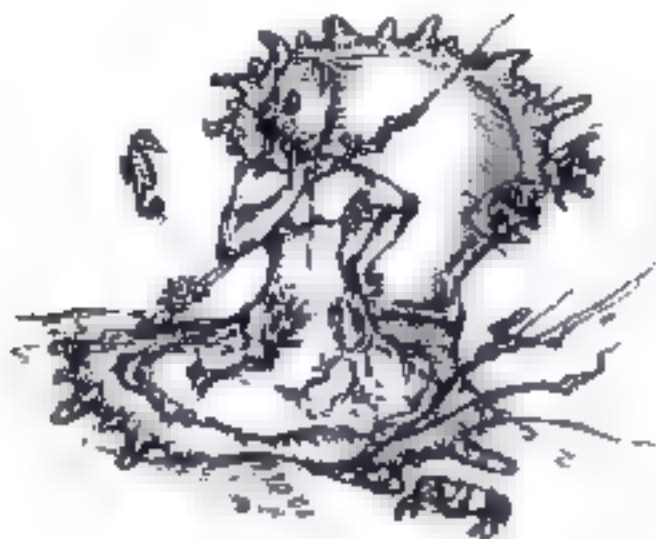


## Some Fish

Any or it can bite inflicting 1-3 points of damage.  
These fish are found in schools of 1-6 and w/ 1 usually  
free from a group of non-sized opponents but if sur-  
prised or cornered will attack fiercely. Some fish  
are approximately 4 feet in length and will keep a cache  
of shiny objects nearby their hunting grounds, in which  
w/ 1 be found bits of colored glass, children's teeth  
(with fillings) and occasional pearls and gems.

The Hellshadow Rays: Not Sages, 4, Level Class 8  
Devilishly in it Movement? 18 Under water, 36 in the  
Air. As this monster swims through the ocean depths, it  
resembles a dark black manta ray essentially a  
silhouette. However, when it leaves the sea and takes  
to the air which it can do for 5 full turns, it bursts  
into crimson flames. It usually leaves the sea to  
attack the crews of ships targets on a beach or a sea  
side castle. It is completely non corporeal so that  
only magical attacks will affect it i.e., silver weapons  
do it no harm. Hellshadow Rays have two methods of  
attack. First the ray can fly right through a person  
(unless he is wearing magical armor or clothing) causing  
him to burst into flames which will inflict 1-18 points  
a melee round until a dispel magic is cast upon him.  
If the victim saves the damage is halved but will con-  
tinue to burn. The second mode of attack used by these  
creatures is a tail sting which drains 7-11 points from  
the victim's constitution. When a Hellshadow Ray drains  
7 constitution points, it splits into two rays each with  
full strength. These fiends are usually encountered in  
groups of 1-18; however double this number will usually  
be found siding Devil Drakens in mindless slaughter.  
These Rays are immune to fire, poisons, life draining  
diseases, sleep and charms.

OYSTER PEOPLE OF WATER WORKINGS. Hat Size 8. Knapsack Size 44x14x4. Body 4. Dexterity 1. Movement 1. A variety of oysters which possesses a humanoid upper body while retaining the lower body and shell of an oyster. They live on the bottom of oceans in no ones of 10-15. They are fairly benign however. Advanced Oyster People have been known to hang out on sea shores and in dry tanks on unsuspecting land due to. They have no possessive sense other than a great pearl which is worth from 500 to 500 gold pieces each. They are great philosophers and psychologists, but tend to be a bit neurotic by our standards. In spite of this they have managed to befriend many of the bottom dwelling creatures such as Mermaids and Sting Rays who will come to the aid of the Oyster People if some greedy adventurer is trying to wrest from them the valuable pearls. Most of the time they will be found speculating upon metaphysical matters and providing each other with psychiatric advice. They seldom go to battle, preferring to snap their shells shut and hope their enemies go away. However if this fails, they will attack delivering 1-3 points with their windy "blasting" arms.



Water Weeper

**VOLO CHOLON AND** Hit dice 11 Armor Class 4 Sea  
rel. 1/3 Movement 8" This is a carnivorous  
variety of sea turtle which attacks in a manner very  
similar to a barrage of taser. The shells of these  
turtles have oratorical openings from which the beasts  
launch darts which are connected to them by wires.  
These darts do 16 points of damage when they hit and  
transmit 100 points of electrical damage to the target.  
In addition, there is a 50 chance per tick that the  
victim will suffer one of the following effects:

- 1. Loss of voluntary muscles. Victim is paralyzed.
- 2. Loss of cognitive abilities. Victim becomes a mental vegetable.
- 3. Memory loss. Victim loses 14 experience points.
- 4. Heart failure. Victim dies.

If a wave is made there are no half effects. The rings  
of the Volo-Cholonian's darts are 60 feet under water  
and 120 feet on the surface. These turtles have one  
dozen darts which can be used over and over again as long  
as they are which cases they require an 18 days. The  
beasts are found in small groups of 1-3, and they are  
completely immune to a 1 electrical attack.

**THE LURE OF THE DEEP** Hit dice 5/6 Armor Class 1  
D. of 1/2 Movement 12" This creature has the shape  
of a giant piranha-like shark with one add. eye. A long  
snout protrudes from the forehead to a length of 40

feet. At the end of this tentacle is an organ which can  
emit a treasure chest, maiden in distress, or magical  
item of any sort. It is impossible to detect this decep-  
tion in any way other than by touch. The creature will  
wait 60 feet below the surface of the water with its ten-  
dril projecting just above the water, imitating a float-  
ing chest, etc. until someone comes along. If this  
someone tries to salvage the chest save the maiden or  
pick up the magic item, the sea monster swoops up  
instantaneously and if he is the target as if it were  
a C-71 he swallows him. This inflicts 10-120 points of  
digestion damage every value round of or that. The Lure  
of the Deep can crush and swallow anything up to the size  
of a room and its occupants with its huge jaws and  
mouth. This beast is 50 feet in length and is found  
in all parts of the ocean. They are usually found  
hunting singly, but occasionally a mated pair will be  
encountered.

**DEADLY DIATOMS** Hit dice 1 point each Armor Class 0  
D. of 1/2 Movement 1" These voracious creatures  
are each a fraction of an inch in diameter. They travel  
in packs of about a million, floating on the top of the  
ocean feeding on anything that they come in contact  
with: seagulls, wooden ships, surfacing whales, etc.  
They can completely devour a man in 10 melee rounds.  
However, he usually dies in about 4. They eat through



Deadly Diatoms



the hulls of wooden ships in about the same amount of time. With one well aimed overboard swipe at the surface of the water, one can sink a ship about 30 ft x 100 ft. Deadly Diatom packs commonly cover an area of 75 feet by 5 miles and are most commonly found in equatorial seas. One can usually escape them by swimming under-near the surface of the water. However, they will try to swim over their target so that when he surfaces for air they eat him. NOTE: These creatures are not confined to the oceans and can also be found in tropical rivers and lakes.

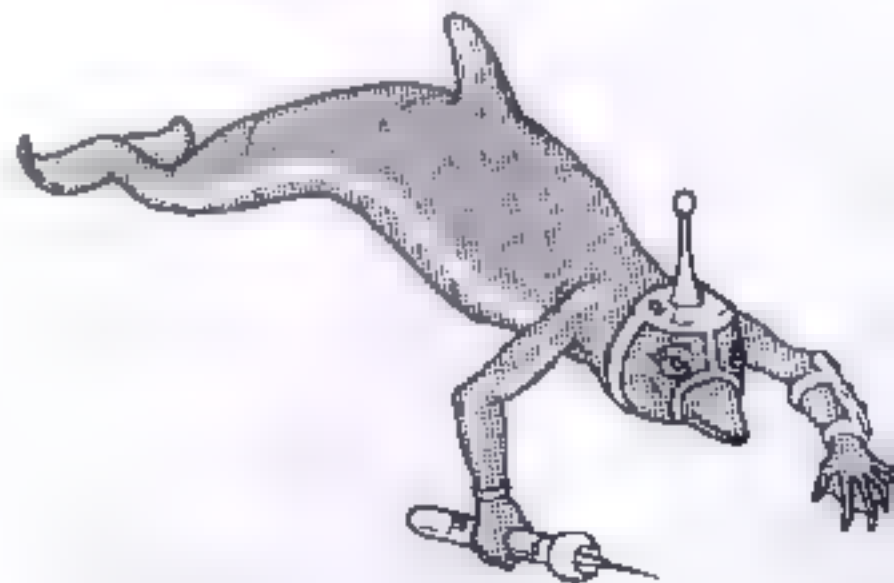
**SEA-WEED BEANBEARD:** Met Page 6, Sea Page 10, Area Class 3, Distinct 1. This sea plant looks like nothing more than the kelp that grows in profusion off the California coast. However, if a creature brushes against it, it attacks, the seaweed will attempt to wrap around and strangle it. If the seaweed hits, roll on the Hit Location chart to determine where it has grabbed the victim. If it grabs the victim around the neck it will choke him to death in 1-4 melee rounds. If it grabs the victim around a leg or arm he will be unable to use the entire limb unless the seaweed is severed. The seaweed can grow in forests up to five hundred miles, but usually only about a dozen will be in a position to attack any one target.

**Giant Shore Anemone:** Met Page 6, Area Class 3, Distinct 1. The giant shore anemone resembles the Venus fly trap in very many ways except they are commonly about 10-12 feet high and they have 14 very long mobile tentacles which can reach out of the tide pools onto the beach to grab creatures, fishmen, and other unfortunate people. The creature wraps around the legs or waist of the victim and drag him to the Anemone's maw on the following melee round. The tentacles have 8 hit points each and are AC 0. They are also covered with potent barbs which will cause the victim to fall asleep unless he saves. Once the tentacle has dragged the victim into the Anemone's mouth, hundreds of small barbs cover over him and he is in a state of paralysis taking 1-12 points of acid damage a melee round.

**Devil Kraken:** Met Page 14, Area Class 3, Distinct 1. This sea monster is essentially a giant octopus with black skin and flaming yellow orange eyes. It swims through the ocean doing battle with everything it comes in contact with, be it a defenseless guppy or a fearsome merman. However, its favorite targets are humans. For all humans killed by the Devil Kraken are transformed into Lost Souls of the Sea. The Kraken is 100 feet from the top of its head to the end of its 8 tentacles, each of which can crush an opponent doing 8-16 points of damage. In addition, it can bite with its beak inflicting 14-16 points of damage. The creature can crush wooden ships up to 100 feet in length in 2-4 melee rounds and often haunts well traveled trade routes waiting for vessels to come along.

The Kraken are very rare and only encountered singly.

**Neptunians:** Met Page 1, Area Class 3, Distinct 1. These creatures hail from the planet Neptune, whose surface is actually completely covered by a vast ocean. A fact carefully hidden by the Neptunians with the aid of their advanced sciences. They are present on Earth with colonization as their ultimate goal. Usually the Neptunians will be performing various tests on the plants, animals and elements of the planet, and will avoid contact with land dwellers who venture into the sea. However, if provoked or if they wish to take specimens, they will resort to various technological weapons, such as the de-ioniser and the particle beam weapon. In form, the Neptunians resemble dolphins with slightly humanoid arms and head. They communicate telepathically and can use their mental powers to control a single mentally inferior being like a human, per mile round. The being must make a saving throw or come under the complete control of the alien, doing his bidding without question. These aliens will be encountered in experimental teams of 1-11, unless by some very minute chance their carefully hidden base is located, which base is 2-100 along with spacecraft and underwater structures will be found. Neptunians are immune to all charms, holds, telepathy attacks, and ESP.



Neptunian

**LOST SOULS OF THE SEA** Hit Dice 1 Armor Class 7 Defenses 10  
 Movement 5" These are soulless animated bodies created when a human being is slain by a Devil Kraken. They are found mostly in the service of Devil Krakens. However, they can be found by themselves swimming aimlessly through the sea until they come across a source of living humans, a ship, a fishing pier, etc. Then they attack by climbing onto the beach or boat and attempting to touch, hit, or A.K. 9, one of the humans. If they succeed, the humans must make a saving throw or they lose their souls and they become Lost Souls of the Sea. The monsters who touched them retain their souls and disintegrate freed of their uneternal existence.

**THE LAKE STRIDER** Hit Dice 4, Armor Class 5 Defenses 10-25 Movement 11" This giant insect skims across the surface of large fresh water lakes and rivers in packs of 8-12 watching for prey, which consists of ducks, crayfish, large frogs, and on occasions water skimmers. They attack with a spray proboscis that does 1-10 points of damage. In addition, if the Lake Strider gets 3 over what he requires to hit, his proboscis will have penetrated the target and as the following melee round, it will suck out all of the victim's bodily fluids, leaving him nothing but a dry husk. This creature is very quick and agile and can jump physical hit and a hit is directed at it on a roll of 11 or better, provided the Strider is aware that the attack is being made.

**SEA SLIME** Hit Dice 20 Armor Class 8 Defenses 1 Movement 1" Sea Slime is a giant colony of bacteria about 20 feet by 20 feet and about 1 foot high as it travels across the ocean floor, but it can rise up to a height of 14 feet and slam down upon an object, delivering 3-18 points of damage. Anything living that the Sea Slime touches must make a saving throw or be completely transformed into more Sea Slime, adding to the hit dice of the original Slime if it hit for every 1 of the victim's. Sea Slimes are immune to poisons, diseases, life drains, charms, chops, cuts and slashes.

**NARHAJETS** Hit Dice 4 Armor Class 1 Defenses 9-12-17 Movement 6" These stream and river dwelling creatures resemble narwhales quite closely except that they are only about 18 inches long with a 6 inch nose protruding from the forehead. They are very smart and work in packs of 2-24 for a creature to wade or swim through the stream at which point they fire off their horns, hitting their targets as if they were A.K. 9 doing 1-8 each.

**MINGO SNAILS** Hit Dice 5 Armor Class 8 Defenses 9-11 Movement 6" The Mingo Snail, as illustrated is a giant snail with a 5 foot diameter shell, hermit crab appendages, and a semi-human face. The creature is a scavenger, and as a carrion and offal that falls upon the ocean floor. However, if his life is endangered he can attack with his pincers doing 1-6 each as he can

use his horn which inflicts 1-4 points of damage and which injects a poison that causes the victim to throw up his entrails and lose his eyeballs, which fall out onto the ground. If the victim saves vs. the poison he is merely induced into a fit of vomiting for 1-6 melee rounds during which time he is blind. Also, due to the filthy eating habits of the creature there is a 1% chance per successful attack that the Mingo Snail's victim will contract a random disease or parasite from contact with the snail. In addition to ensure its own survival, the monster will also attempt to save its good friends, the Oyster People, from harm, for Mingo Snails are in desperate need of psychoanalysis and only the Oyster People can provide this service. These creatures can be found in groups of 1-8 near Oyster People and large sources of carrion. Elsewhere, groups of 1-3 will be encountered.



Mingo Snail

**MASJENADA** Hit Dice 6 Armor Class 1 Defenses 17 Movement 6-11" A type of crustacean which frequents the ocean floor or occasionally the sea shore, the Masjenada is a 12 foot long lobster with the torso of a human female. They are adept magicians commonly 8th level, and they can use magical items usable by magics. The Masjenadas are usually fairly civilized and will not always attack a stranger. However, they are good friends with the Oyster People. Masjenada delight in psychoanalysis.



theories and the Dystic People are waste's in this field) and if the Dystic People are as skilled the Konieneds who are found in groups of 1-8 will aid them. In addition to special these creatures can snap an opponent with their tails inflicting 10 points of damage. They move by crawling on the bottom at a rate of 6, or can propel themselves backward, through the water at 15 with their powerful tails.

**CRYOGENIC JELLYFISH** Ref Card 3. Attack Class 2. Defenses 3. Difficulty 3. However 3. This variety of jellyfish floats beneath the surface of the water searching for various types of prey to swim into one of its 100 dangling tentacles at which point the victim must make a saving throw or they will be frozen into limbo while taking 4-14 points of cold damage. If the victims save they are not frozen stiff and merely take one-half damage. The Cryogenic Jellyfish can attack ships sailing overhead by firing a special cold-beam which freezes the ocean all around the ship in up to a 160 foot diameter circle. Once the ship is immobilized the creature's tentacles rise up out of the water to attack the crew of the vessel. The frozen victims of the jellyfish can be thawed out; however they must make a constitution roll. If their constitution is less than a 70-sided die or they will not survive the ordeal. These monsters are usually alone, but in arctic and arctic waters groups of up to a half-dozen have been reported.

**BOTHERSOME BARNACLES:** Ref Card 1. Attack Class 3. Defenses 2. Difficulty 2. However 2. These creatures are very similar to normal barnacles except that when a larval stage they will attach themselves not to rocks, plants or rocks but to human beings who may be swimming and wading in oceans, streams, or lakes. These barnacles are found in fresh and salt water. After attaching themselves to the victim they will grow to a size in 1-3 weeks rounds. Once attached, they are very difficult to remove as they use an incredibly strong adhesive to attach themselves. If a victim is removed the human will have a point of damage and the barnacles will cluster upon an individual in groups of 1-100. Removing these crustaceans is not always a good idea. They do not mean the human they attach to how ever they transform to a respiratory system so that he can only breathe under water. They also lower his charisma by 1-5 points. This is due to the fact that a dozen or so barnacles will usually cluster upon his face.

**THE LEVIATHAN.** Ref Card 51. Attack Class 4. Defenses 4. Difficulty 4. This is perhaps the largest and most feared of all sea monsters. It is essentially a giant sea serpent 200 feet in length. It can crush ships up to 250 feet long by winding its body around the vessel. It can swallow boats up to 25 feet in length in one bite and can crush boats up to 50 feet



kraken

A black and white illustration of a large, monstrous creature with a wide, toothy mouth and a single eye, emerging from a dark, rocky environment. The creature has a textured, scaly skin and a large, pointed tusk. It is surrounded by jagged, rocky terrain. The illustration is framed by a thick black border.

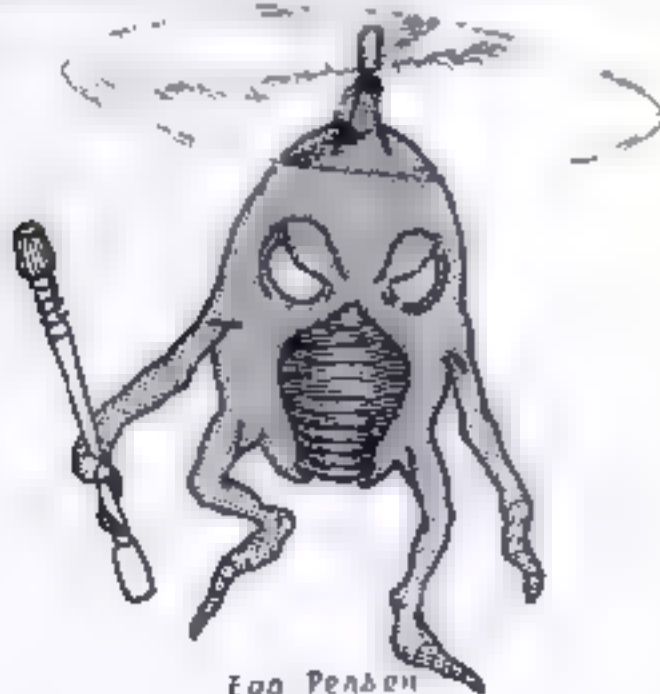
**VACUUMER** Has two AT Arms (Each body & tentacles) & Suckers 3 No great body & tentacles 3d  
This creature is a gargantuan sea vacuumer with one addition it has a huge tentacles 5 feet in diameter and 500 feet long With these tentacles - search the ocean around it for bits of food i.e. ore & submarines, large fish etc to suck down into its immense stomach The tentacles position themselves right next to or on the target hitting w/ A C 9 and if successful they vacuum up the victim, transporting him along the entire length of the tentacle and deposit him into the creature's digesting area This delivers 10-100 points of damage from the friction the target receives as it travels down the entire length of the tentacle and the impact with the stomach of the monster Once the victim reaches the stomach he dissolves completely if he

8. *Pile of treasure and excrement.*



# CREATURES OF THE SKY

**EGG PEOPLE OF VENUS:** Hit Dice 5, Armor Class 3, Dexterity 7, Movement 12" in the air, 3" on the ground. The extremely intelligent technologically advanced Egg People of Venus are egg shaped beings with 2 antennae and feet, 2 large pupilless eyes, no odd mouth or nose of value, and 2 highly dexterous tentacles which are capable of manipulating the most delicate devices. Its prominent disarming feature, however, is the copter-like extension fixed upon the top of its head allowing it to fly through the air quickly or hover in one spot if it wishes. They are the epitome of ingeniousness, preferring not to have any direct contact with intelligent beings. Unfortunately, the Venusians find it very difficult to completely avoid others because their imperialistic desires require that



Egg Person

they deal with other beings. Their solution to this problem is dealing with only a few select natives of the world they are visiting or constructing androids that fit the environment in order to manipulate the natives as they desire. They will often contact with the inhabitants of the planet they want to go on missions for them to obtain things they desire, ranging from information to entire castles. They rarely are involved in a confrontation but are ready to defend themselves utilizing among their other devices, the Rod of Cellular Disruption, and the Gas Gun. Finally, due to their high intelligence, far above that of man, they are highly resistant, 9th, to all charms, poisons, and all attacks affecting their minds.

**PELGRAVE:** Hit Dice 4, Armor Class 6, Dexterity 17, Movement 24" in the air, 4" on the ground. Soaring through the skies scanning the surface in search of prey, the Pelgrave consumes all up to man-size, finding human flesh in particular a true delicacy. After spotting its prey below the Pelgrave swoops from the skies attacking its prey with its bite that does 1-12 points of damage, and with his two claws that do 1-5 points of damage each. If attacking larger groups the Pelgrave will be satisfied in obtaining one item of food. It soars from above, swooping 3 times out of 4, and carries its victim off, swooping it in its roost. The victim, if he rolls one-quarter of his strength or less on a twenty-sided die, may break free, of course falling to the ground. Pelgraves are full witted and can do little more than hunt for food. Finally Pelgraves are usually encountered singly, though occasionally they are found in mated pairs.

**UNDEAD WASP:** Hit Dice 5, Armor Class 4, Dexterity 14, Movement 5" in the air, 1" on the ground. Appearing as a giant black wasp with a human skull in place of its head, this fiendish creature hunts for the living, for it thrives on the life force of its prey. The Undead Wasp attacks its victim draining two life levels and doing 1-5 points of damage with its sting and 1-12 points of damage with its mandibles. These creatures operate singly or in larger groups of 2-15, usually in darkness although sunlight does not affect them adversely. Their nests usually house from 50-100 wasps and they are often found in the employ of powerful lichens and demons. Finally, only weapons that are magical in nature will affect these creatures. Normal weapons are useless.

**GOONS:** Hit Dice 1, Armor Class 6, Dexterity 10-15, Movement 4" on the ground, 1" in the air. Described as the "goblins of the skies" Goons live in colonies on trees or cliffs numbering from 50-250. Oftentimes encountered in groups of 3-15 many adventurers have found that the favorite pastime of these flying goblins is to drop various objects ranging from dung and sticks to spears and rocks upon unsuspecting land dwellers. These creatures will normally avoid direct confrontation but are capable of attacking with weapons doing appropriate

damage, or weaponless, doing 1-6 points of damage

**RADIUM DRAGON** Hit Dice 10 Armor Class 4 Dexterity 17 Movement 14" in the air, 12" on the ground. Named for the white glowing scales that cover its body, the Radium Dragon is feared for his highly valuable radium skin. Because of his extremely radioactive nature, a victim in contact must make a saving throw or succumb to radiation sickness causing erupt or 31 sores on the victim's body doing 1-6 points of damage for 1-10 million rounds, and nausea incapacitates the victim for 1-8 million rounds. If the victim makes his save he suffers only from mild nausea, subtracting 7 from all his subsequent attacks. Four times per day the Radium Dragon as he eats a 100 by 40 foot cone of superheated red radioactive fallout, giving all caught within the dimensions of the cone 20 points of heat damage save or half damage. In addition the breath causes all to succumb to the radiation sickness, a save reducing to half the damage for half the time, and incapacitation for half the time. In many ways the Radium Dragon is a fearsome beast indeed. A non-overriding that comes in contact with the creature must save vs. heat. A normal, ordinary that fails its save is destroyed but magical items are unaffected. A 1 hit point takes 11 points of damage, saving to half damage. The Radium Dragon may attack with each of its two front claws delivering 4-12 points of damage per claw to the victim who must then make two saves, one for the heat damage and one for radiation, and the second at 7 to determine whether the victim develops an immediate cancer should he fail this save. One saving roll uses the 7-14 question chart to determine the body part affected which immediately becomes totally cancerous rendering the body part useless and killing the victim in 1-4 hours. A save of course results in no effect. Finally the Radium Dragon may instead of breathing bite for 3-30 points of damage which will also cause the victim's entire body to instantly become cancerous. Killing him immediately unless a save is made, in which case the victim is subjected to the cancer effects. The Radium Dragon is immune to all radiation effects and heat.

**BEAN BAT:** Hit Dice 4. Armor Class 5. Dexterity 12-17 Movement 11" in the air. One of the more uncommon creatures of the night, the Bean Bat looks like a giant bat with a large red jewel in place of its face. It has the ability to project from this jewel a red beam three million rounds, affecting one target draining all the blood from the victim's body unless a save is made, in which case the victim has his constitution halved for 1 week. A victim's constitution may only be halved once, so additional hits by the beam do not affect the victim's constitution. The Bean Bat may also attack with its claws doing 1 point of damage per claw. These red ones can be encountered in groups at night numbering from 1-4 and can be found in large groups in vast dark caves. Finally, Bean Bats are not affected by normal weapons only silver and magical weapons having effect.

Bram Bat



**GLIDING LEMURS** Hit Dice 1. Armor Class 6 Dexterity 15 Movement 16" gliding 14" on the ground. Found primarily in forested areas, this nocturnal lemur does not actually fly rather it launches itself from its high roost and glides through the air with the help of its wings. Its range is limited only by the height at which the lemur can climb since it has a 15 to 1 glide ratio; that is, for every foot the lemur falls it can glide up to 15 feet forward. For example, a Lemur from a 100 foot high tree could glide up to 1500 feet away, if it so desired. The Gliding Lemur is extremely territorial and will attack those who violate the boundaries of its domain by swooping silently from above, surprising its prey out of sight, and attack its prey with its two claws doing 1-4 points of damage each and with its bite doing 1-4 points of damage. In addition, Lemurs have excellent vision and are able to see as well in night as in day.

**AERIAL Ooze** Hit Dice 14. Armor Class 9 Dexterity 3 Movement 1" This 30 x 30 x 30 foot viscous blob is made of liquid numbers moving through the air searching for sources of moisture, for this is its sustenance. This creature hunts its victims as a cloud enveloping the targets within its form leaving them unable to escape but able to attack. The ooze retains its movement but has sucked the victims bodily fluids from their bodies the victims making saves once per million rounds and if one should fail a save he loses a 1 hit body moisture per million rounds, causing instant death. Otherwise there is no effect. Unfortunately breathing becomes impossible only for 1-4 million rounds within the Aerial Ooze, and the creature must be killed in order to escape it. The Ooze is not affected by chokes, acids or lightning.



**WHIRL CAT GARDOYLE** Air Dace 5. Atmos Class 1. Defenses 11. 5. Movement 11. The whirl cat is the most notorious for their odd and whimsical bend or strange high intelligent Gardoyle as they derive their pleasure by playing pranks upon unsuspecting victims. They are able to turn invisible and may perform any of their tricks in this state. The Gardoyle is a master of ventriloquism able to duplicate any voice and language projecting it up to 100 feet away. The Gardoyle may cause chaos upon any being within 100 feet up to 3 times per day, which allows him to divert all of the victim's actions. A save by the victim results in no effect. The favorite prank of the Gardoyle is to soar from above with a 5 in 6 chance of surprise, grab his victim, leading to his successfully with a 5 in 6 probability and then fly back up into the air and release his victim usually from a height of 100 feet. The whirl cat laughs maniacally. The Whirl cat Gardoyle usually will not attack, but if cornered he is capable of defending himself with his two claws each doing 1-4 points of damage, his bite doing 1-4 points of damage, and his horn which does 1-8 points of damage. One must remember that only the Gardoyle does not want to destroy those he plays with as they are one of his playmates. He is not an enemy and will not be detected as such.

**FLOATERS** Air Dace 4. Atmos Class 1. Defenses 11. 5. Movement 11. Appearing as a cloud with long metallic tentacles hanging from the bottom of its body, the Floater was developed through the air as a height of usually 100 feet riding with the wind very seldom as a motivated movement. It harvests itself by feeding off the sun's rays, absorb the energy and storing it. Although normally docile, if provoked the Floater is capable of retaliating by its concentrated sunlight with its tentacles upon its attacker. Its doing 5-40 points of damage per tentacle save to half damage. It may use its stored energy to project a beam doing 2-10 points of damage per tentacle save to half damage to any target up to 500 feet away both hitting or a 7 or better. In any one wave found the Floater may use only 1-8 tentacles. The number determined randomly for another attack due to the limited number of tentacles the Floater is able to present to the sunlight or in the case of the energy attack the Floater is limited by the amount of energy available to project through the tentacles. Floaters are often hunted for their tentacles as the highly reflective properties of the material are as readily useful in industrial technology. The Floater takes only 1/2 damage from normal or magical attacks as its outside body is not affected to any great degree by these sorts of attacks. In addition, it is not affected by any sort of light or energy attack.

**SKY FUNGUS** Air Dace 22. Atmos Class 1. Defenses 8. 13. Movement 11. Traversing the skies upon its pressor







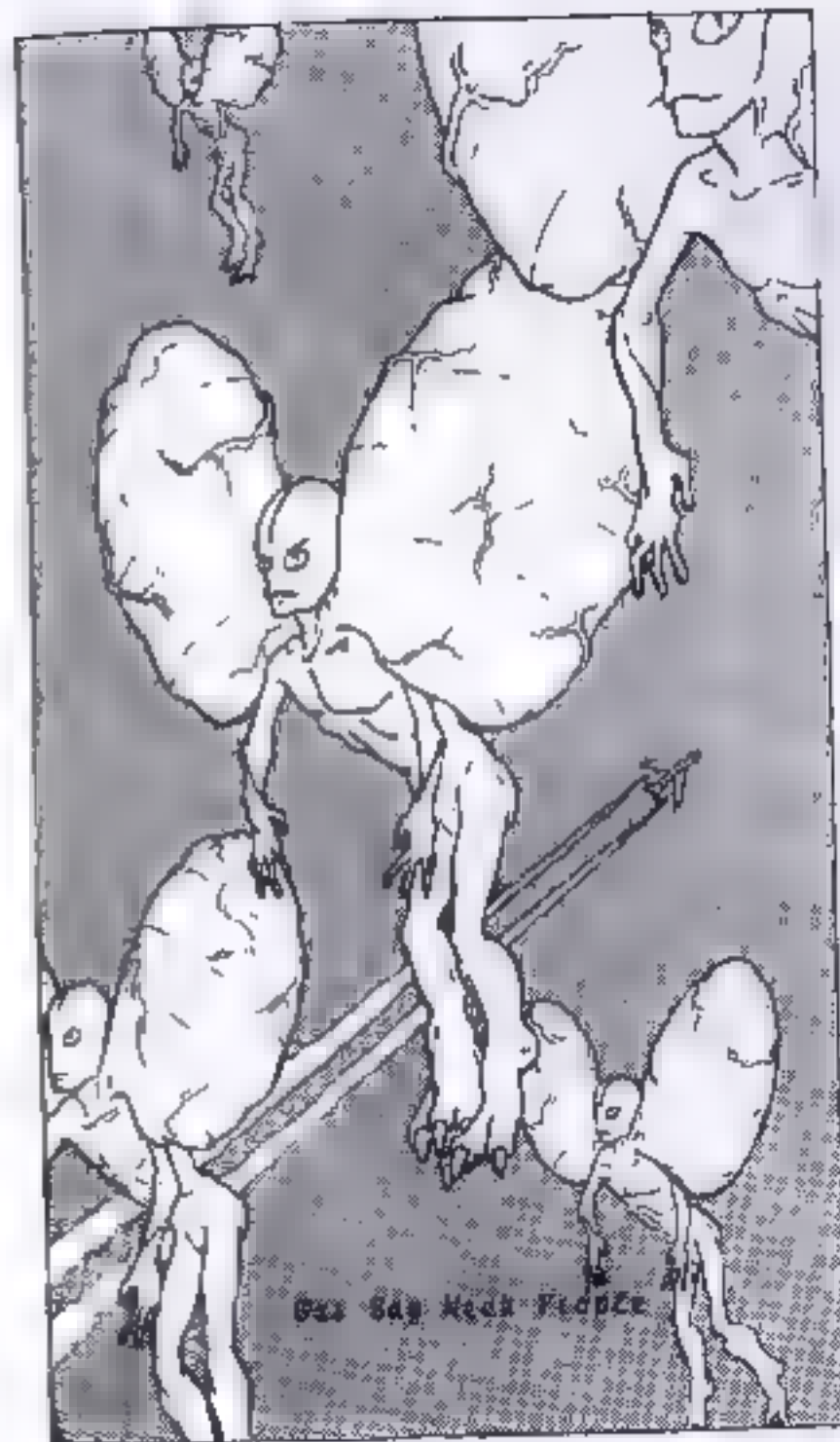
within a cone 50 feet long and 40 feet wide in front of the Thunderbird doing 4 d6 of sonic damage and deafening all within the cone for 1-6 turns, save to half damage and no deafness. These creatures are often found in thunderstorms supplementing the natural phenomena that occur.

**GAS BAG NECK PEOPLE** Hit 2 or 3 4th level. Districity 4. Movement 1' on the ground, 12' in the air. Found in parties of 2-12 or in nomadic colonies of 40-100. These creatures are noted for their ability to fly by not using their large neck pouch as with a quickly manufactured, lighter than air, non-flammable poisonous gas. These beings can breathe in a gas in a 10 by 20 foot cloud causing all within the cloud to save or have movement and dexterity halved for 1-8 turns. In addition, the gas will do the breather's dice in damage save to half damage. The Gas Bag Neck People can also attack with their feet, as they float from above, kicking for 1-4 points of damage. They are unable to attack with their stumpy arms.

**PHOENIX** Hit 20 or 25. Districity 4. Movement 30. This famous creature is on the level with a variety resembling the prehistoric bird Archaeopteryx except its plumage is a fiery orange. When initially encountered this creature is relatively weak and easy to slay. However, when killed the Phoenix explodes into a 10 by 20 foot fireball and then becomes a larger Phoenix. This process will occur five times, and with each incarnation the Phoenix gets stronger and more powerful. When killed a fourth time instead of a small fireball emanating from the fireball, a white worm comes forth. The worm cannot attack and has but one hit point. If the worm is killed it becomes the new last Phoenix again which, if slain, will begin the cycle all over again.

Incarnation	Des	Hit Dice	Armor Class	Fireball Damage	Claw Damage	Bite Damage	Breath STPD
1	2d	2	4	1-12	1-4	1-5	5
2	3d	3	4	1-12	1-4	1-5	10
3	4d	4	5	1-24	1-6	1-8	15
4	5d	5	5	1-36	1-8	1-10	20
5	6d	6	5	1-60	1-10	1-15	40

**BEEGLE** Hit 2 or 3 4th level. Districity 4. Movement 30. Appearing as a small insect with a head of a bee, this creature's name belies its true vicious nature. The primitive Beegles hunt for food in packs of 1-10. Upon locating their prey they soar from above, stinging the victims 50% of the time. They can attack with their scabblers doing 1-6 points of damage. However, their main attack is their sting which they are capable of using three times per day. The sting does 1-6 points of damage. In addition, the body part stung becomes paralyzed for 7-12 sided die with 100% up and become paralyzed for 7-12



turns: 1 indicates head; 2-4 indicates torso; 5-6 indicates an arm; 7-8 indicates a leg. In addition, if the victim is turned in his there is a 50% chance that the monster will not only paralyze the victim's voluntary muscles but also the involuntary muscles such as the heart, which of course results in death. A save versus poison damage on a 10 and no paralysis. After a successful hit, the monsters carry the victim and covered prey back to their home where they feed the other members of the colony which number from 3-100.

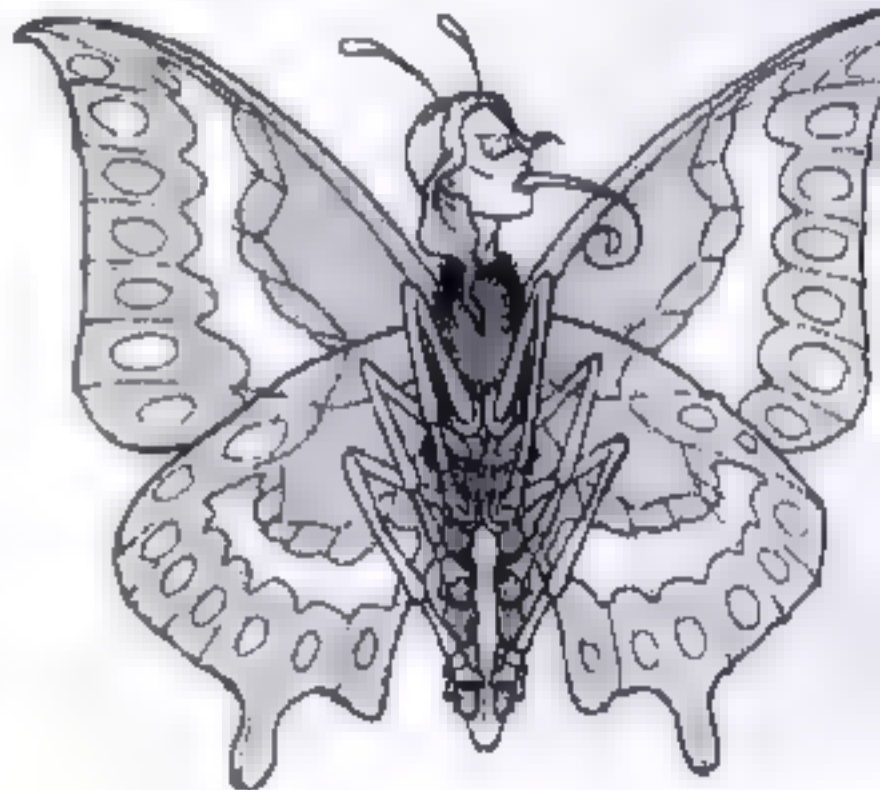
**MODUKA:** 1 D 12 + 1 Attack Class 4 Defenses 12-14 Movement 3" on the ground 15" in the air. Appearing as a bear with an eagle's wings and a scorpion's tail, the Moduka is capable of making several attacks. His tail will strike one opponent per melee round doing 2 dice of poison damage, stunning the victim for 1-6 melee rounds. If the victim makes his saving throw, he takes only half damage and suffers none of the stun effects. In addition, the Moduka may hit a victim with his front claws doing 2-4 per claw or attempt to hug his opponent for 3-6 points of damage and hold the victim there. For each claw attack with a +4 hit probability, due to the target's mental cry. To escape, the victim must roll one-half his strength or less. If successful, the victim is free from Moduka's grasp.

**GALACTIC DRAGON:** 1 D 12 + 1 Attack Class 4 Defenses 12-14 Movement 14" speed. Feared even by Gods, this extremely rare and legendary beast can be found roaming through interstellar space, looking for debris and asteroids, planets and other fodder. Using its vast fine to catch the solar winds and its ability to manipulate gravity, the Galactic Dragon is able to sail up to light speed but remains in space, never entering or exiting atmosphere for fear of damaging its frail body. The Galactic Dragon feeds by breathing, up to three times per day, a 10 foot diameter blob of diffuse anti-matter that expands to one mile diameter but is in the range of five billion hydrogen atoms. Everything caught within the blob must make a save at its base rate with no plasma, protests, or mass acres. If the saving throw is failed, the object is instantly obliterated, needing no further action. If the saving throw is made, one of the following will occur, determined randomly:

1. Teleport - 10 light years away
2. Move away at light speed
3. Negotiate
4. Become Anti-Matter

The energy released by the matter-anti-matter reaction is collected by the colossal fins that wrap the Galactic Dragon's body. **NOTE:** The matter-anti-matter reaction will not destroy the universe or have any other effects than those stated. In addition, some be noise sound

the Dragon may use its fins to focus light into beams hitting as a C 9 and delivering 20-400 points with each of the two large fins and 1-12 points of damage with each of the eight small fins. A save results in half damage for both large and small fin attacks. Finally, the Galactic Dragon is capable of biting antagonists with its massive jaw, easily engulfing objects the size of a Lunar Landing Module, doing 15-300 points of damage to those bitten. The Galactic Dragon saves everything on a 6 to no effect regardless of missiles, cuts and resistance, and is immune to energy, heat, cold, disintegration, poison, gas, diseases, gravity attacks and all charms and controls.



Butterfly Person



# DEMONS

**THE PIRANHA DEMON** M P B L 2 3 Armor Class 3 Set  
 Difficulty 12 13 Movement 12" on the ground 12" in air  
 This voracious creature will consume 3 times its own  
 weight every day to survive. This is however not very  
 difficult for it the Piranha Demon eats his carotid to  
 will rend it to pieces, devour diges and then expell  
 him as was a material all during his attack, a fraction  
 of a minute sound. If the target is larger than can  
 stand it will take from 1-4 miles rounds. Although these  
 creatures are dangerous in the extreme they are easily  
 fought out by adventurers because the demon's two large  
 canyons can be used as -3 daggers or spearpoints. These  
 beasts travel in hunting packs of 1-5 which move very  
 quickly over any sort of terrain. They are 75% magic  
 resistent and can dodge physical blows on a roll of 11  
 or better at the rate of 4 blows a mile round.



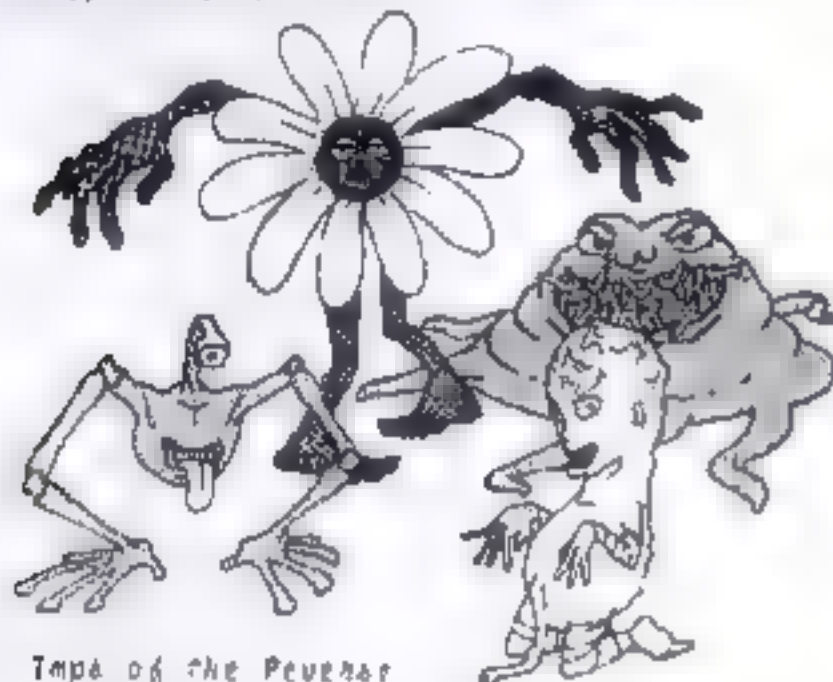
Piranha Demon

**GUARDIAN OF THE SEPULCHER** M P B L 3 3 Armor Class 3  
 Difficulty 12 13 Movement 12" on the ground 12" in air  
 Often found guarding tombs and graveyards these demons  
 are usually subordinates to other demons and some-  
 times Lucifer himself. They are highly intelligent and  
 exist solely for the propagation of evil. They have  
 the appearance of a man just over 10 feet tall with the  
 head and legs of a man. Extending from their shoulders  
 are dark bat like wings with which the Guardians propel  
 themselves. During battle these creatures create a sphere  
 of darkness 20 feet in radius which negates all sight,  
 sound, taste, smell and feeling within its confines.  
 This makes the use of weapons and similar activities much  
 more difficult than normal giving a -4 to all attacks  
 and defenses to those within the circle. The demons  
 are, of course immune to these effects. The demons hurt  
 opponents with their spiral horned heads for 3-40 hp per  
 hit which knock the opponents 120 feet backwards as well.  
 The Guardians' serpent arms may either bite for 1-12  
 plus poison (save or die) or breathe purple flame for  
 8-40 plus save vs. insanity. A save versus the flame  
 results in one-half damage and no insanity. If dying  
 these beings may kick with their cloven hooves for 4-24  
 each but may not hurt. Guardians of the Sepulcher can  
 teleport with no chance of error and can see and travel  
 on the ethereal and astral planes. They are immune to  
 all poison, venoms, diseases, life leech, drain, fear of  
 all kinds and reflect all magic directed towards them  
 back to the sender.

**THE METAL FIEND** M P B L 3 3 Armor Class 3 Set  
 Difficulty 12 13 Movement 12" This demon is often found  
 looting the treasure troves of dragons for gold or silver  
 and in times looking for all kinds of metal for its  
 diet consists exclusively of any and all metal elements.  
 They will often attack heavily armored characters tanks  
 or other sources of metal by firing eyebeams which cause  
 metal in amounts up to one ton to oxidize instantly,  
 flaking into dust. The range of these beams is 60 feet  
 and magical items are allowed a saving throw on a 1-4  
 tion, their terrible claws deliver 2-24 points of damage  
 each plus they have the wounds they inflict with molten  
 lead which does 4-24 points of damage which will continue  
 for 1-6 additional miles rounds. This demon can also  
 bite delivering 4-12 points of damage or breathe a 10  
 by 10 foot blob of mercury which will travel 50 feet  
 then disperse. Anything hit by this blob must make a  
 saving throw or die as the victim's body will absorb  
 fatal amounts of this poisonous metal. A save results  
 in no effect. These creatures are usually solitary but  
 near huge sources of metal, 1-5 can be encountered.

**imps of the Perverse** M P B L 3 3 Armor Class 3  
 Difficulty 3 11 Movement 12" These abominations  
 vary greatly in form (see illustration), and they attack  
 biting, clawing, kicking and stinging for from 1 point  
 to 1-8 points. However when viewing any type of these  
 type, one must make a saving throw or be confused and

nauseated for a 4 mile radius. Once in this time the victim will not know who he is, what he is doing or where he is. In addition, he will be wracked by convulsions, vomiting up his latest meals. These traits are usually found in the service of lesser more powerful demons such as the Demon of Pestilence. However, occasionally, they can be found swirling around red eyes, temples, fetid swamps, tombs, etc. In any case they will appear in groups of 2-3.



Tape of the Perverse

**THE STELLAR DEMON** Hit 3, d 1, Saves to 12, 13, Movement 3. The Stellar Demon has an hourglass shaped, embryo shape 15 feet in diameter which appears to be made of dark, jet space. It is a machine of a magnificent energy being who attacks its victim by routing a mob in gate between its location and deep space. The vacuum created by the demon sucks up quantities of air through the demon and no hurricanes form winds toward the creature from all directions reducing life by 10 feet and drowning out all sound within 10 feet of the Stellar Demon. Anything not firmly attached to the ground and is not grazing cattle people within 50 feet of the demon must roll their dexterity test or be sucked through the demon into space. If no item is attached to the ground and vacuum causes one to float to the ground, the demon will suck it up. The Stellar Demon may also extend up to four pseudopods out to

20 feet out on a 4 or better and pass them across its opponents. The area hit will on hit allocation chart by a pseudopod will momentarily pass through space and must save or be cryostatized by the near absolute 0 temperature found there. Upon return to our relatively warm climate the frozen area will shatter explosively. If the save is made the victim will take 5-20 points of cold damage. Since the demons have no true physical form they are unaffected by impact attacks such as sword cuts, chops and pouncing. Projectiles will simply pass through the "reatures" one way gates. Stellar Demons are only affected by magical or technological attacks that do damage, i.e., fireballs, cold, etc., not "effect" attacks like disintegration, teleportation, and the like.

**PENTAGOTH:** Hit Dice variable, Armor Class variable, Scalability variable. Movement limited teleported up to 40 feet. These creatures have perhaps the most bizarre appearance of any demon: picture a grayish purple pentagonal pillar five feet per side and 15 feet high. From each side protrudes a different monster. Protruding from the first side is the head of a giant black lion. It has 10 hit dice, armor class 3 and a dexterity of 15. It can bite opponents to 10-30 points of damage at the same time injecting a poison which burns the victim's intestines into a gray fluid see organ removal chart for results. A save results in no effect. If it does not bite it may breathe up to twice a day with the effect of Flame on a Flame. As described in The Necromancer this flame takes the shape of a cone 10 feet by 5 feet up to 240 feet by 120 feet. All within the cone suffer the following effects: lose 1-6 life levels, save to 1-1 lose 1-12 points from constitution, save to 1-6: age 30 years, save to 15; lose 1-8 senses, save to 1-3; and finally take 10 dice of cold damage, save to 5 dice. Upon the second face of the pillar is just the face not the entire head of an insane undead wizard. He has 8 hit dice, armor class 4, and a dexterity of 17 or equal to fastest opponent. He has the capability to cast 10 spells per day of up to the 12th level. He is completely unaffected by all forms of magical attack.

From the third face of the pillar protrudes the torso, arm and head of an animated jade statue. It has 14 hit dice, an armor class of -8, and there is a 50% hit per blow, that any weapon striking him will shatter. Finally it has a dexterity of 11. It can smash its opponents with its fists, each one doing 5-15 points or it may attempt to grab its opponent with both hands and break one of the victim's bones. Roll on the bone chart to determine which one.

Emerging from the fourth side of the pillar is the head and neck of a giant orange and brown worm. It has 12 hit dice, armor class 2, and a dexterity of 15. It attacks using its tongue which flicks out, wraps around a man-sized or small victim, and then pops it into its mouth, all during its attack. This delivers 1-12 constriction damage, 3-24 bite damage, and 1-10 acid damage, which will continue until a neutralize poison is



1



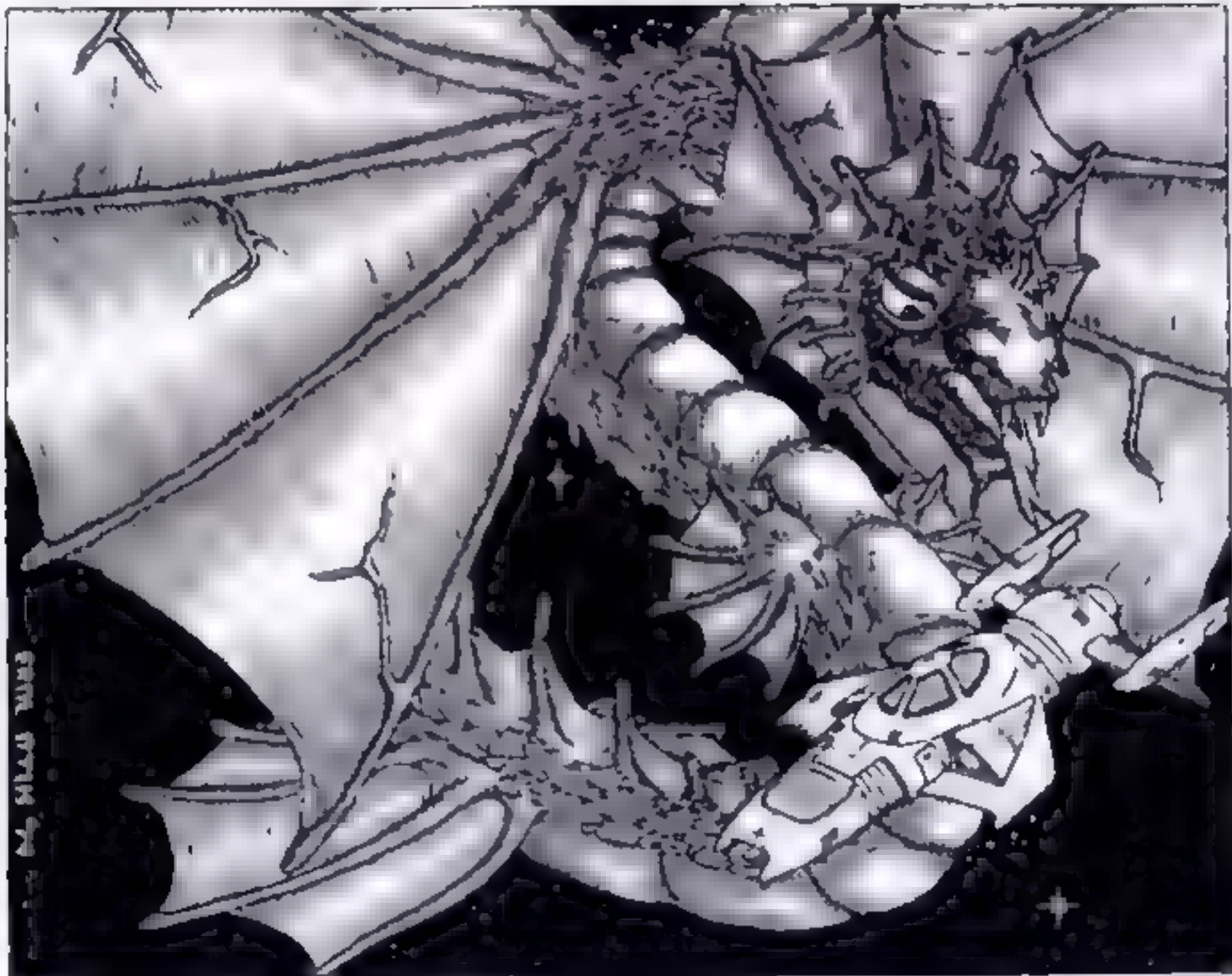
4

43

43

He will recover completely in 1-4 weeks.

In a 1/2 foot circle about the demon, there exists a field of "banishment." As described in The Necronomicon, all who die in this field lose their souls to Lucifer and the only way a character may be brought back to life is through a deal with the Devil himself. Such a deal might include an exchange of souls (i.e., 1 soul of a living being for the one Lucifer possesses) or the performance of a near impossible task for him (e.g., the Demon's two diamond arms strike for 1/16 points each and upon any strike an opponent must wear or contract an unrelated disease. Such an opponent will run the full course in 1-4 more rounds unless a remove curse and/or disease spell is cast simultaneously. These demons are often found in corpse-strawed battle fields, walking over the corpses or in large cities propagating plagues. For they greatly enjoy the sight of grief stricken parents and body cloaked outcasts.



FROM THE NEW ADVENTURES



Queen of Lust



viewing the demoness, males must make a wisdom roll (roll their wisdom or less on a 20-sided die). If they fail, they fall totally under the control of the Queen, and will carry out her every command. If they make the roll, they will merely fall in love with her and will perform accordingly. That is, they will not obey her commands but they will not harm her and will probably try to impress and protect her. She will not harm the man as under her control but will rather induce them to perform lewd and depraved acts of all sorts, for the Queen of Lust feeds on orgasmic energy and will keep her men around as long as they can provide such. Unfortunately, the men are kept going at such a pace that they lose 1-3 points of constitution per day and when their constitutions reach 0 they die of exhaustion. Where female characters are concerned it is a different story. This demoness despises them all and will always attempt to do them harm by ordering the males under her control to attack them, or by using her own offensive capabilities against them. The Queen of Lust can fire 3 beams 1 time a day each. The first is a black ray which causes females to fall into a deep sleep from which nothing but a kiss from their true love will awaken them, not even wishes. The second is a white beam which causes females to change into males. The last is a red beam which will increase certain hormones within the target. This causes the target to sexually assault the nearest being. Each beam is 120 feet long and affects but one target. If the target saves vs any of the beams, there is no half effect. This demon is immune to all charms, holds, and mental attacks. In addition, she is unaffected by the blows of all but silver weapons. She can do sport with no error, see invisible and all planes, and can move freely on all planes.

**ARCHFIND OF ANTI-PERCEPTION** Hit dice 45. Dexterity 13. On a 1st level magical opponent. Movement 18" on teleports. At will. Often classified as a "major" or "greater" demon, the Archfind of Antiperception is an extremely rare creature and there will often be only one in the entire world. In their natural form, they exist in a noncorporeal state, imperceptible to all but gods and demons of similar strength. In this state, the Archfind will always surprise its victim as no chance of knowing, regardless of items, persons, or magical abilities, causing all within 60 feet of it to save at a -4 or have their eyes burst, eardrums punctured, nose crunch and nostrils open, and tongue turn into a putty white worm, effectively negating the five main senses. If a save is made the victim merely loses 1-4 senses the sixth being psychic, power or like abilities, blinded while within 60 feet of the demon. In addition, all within 20 feet of this being must make an additional saving throw. If failed, the person will lose 1-4 experience levels that can only be restored by experience and protections are bypassed. If the saving throw is made the life level may be restored by either a clerical restoration spell or through the use of a wish. Although

Overridable in its natural state, the demon will always attempt to take over another's body. The most powerful being present and use it as a vessel for its own purposes. The victim of the demon's attack must save or be forever under the control of the Archfiend. A save will result in control for but 10 more rounds. The demon will know everything that his victim knew. He will have all of the about as magic and otherwise of the victim and he will be able to use all of the victim's items, regardless of purpose or alignment without harm. There will be no outward evidence of the control as the takeover is instantaneous and complete. The Archfiend will not attack immediately but rather will wait for the most opportune moment for his move. The possessed person will have double his number of hit points as death will no longer affect his capabilities. Now, only the total destruction of his body will stop him. If the demon's vessel is destroyed, the Archfiend will be forced to attack, flee or attempt control of another body. While possessed, the character gains the ability to breathe grey translucent jelly three times per day in a cone 10 feet long and 10 feet wide. All affected by the breath must remove the jelly within 1 round or die of asphyxiation. The only way to remove the viscous jelly is to subject it to over 25 points of damage determined randomly for each person affected. The Archfiend of Antiperception will not usually deal with mere mortals so it will usually possess the body of a king or a major high advisor of state in an attempt to conquer the entire world for its own evil ends. In its natural state, the demon can teleport any distance at will with no effort and is immune to all physical attacks, as well as all disease, venom, poison, acid, alkaline electricity, fire, cold, all level loss, and disintegrate. In addition, he is immune to all magic and 90% to all technological attacks.

# PARASITES

**SPINE CRAB:** This parasite is very minute in its larval stage and can be inhaled by adventurers traveling through swamps where the air is often thick with them. Once in the body these little crustaceans crawl to the spine, cord where they nestle in between two vertebrae. Once in place they begin to grow until they resemble a very thin flat crab stuck within the spine. At this point they begin to intercept and absorb a small amount of the energy present in the electrical impulses which travel up and down the spinal cord. This causes the host a stiffness and movement to be cut as half as long as the spine crab is in place. Removing the parasite will kill or paralyze the host because the absence of the crab leaves a gap in the spinal cord.

**AMORPHOUS RE:** This creature takes the form of invisible, undetectable vapor which drifts along until it detects a magic using being. It then surrounds and clings to him; when the mage casts a spell the magic used is absorbed by the cloud and the spell has no effect. The only way to free the host magic user of the Amorphous is to starve it; i.e. the mage should avoid doing anything magical for about a week, after which the parasite will have either starved to death or gone looking for more magic fields. The Amorphous is encountered in all regions, but only rarely. However, on the astral and etheral planes it is quite common.

**THE ITEM IMPOSTER:** A deceptive creature indeed. It takes its form so that it resembles any sort of magical item, sword, ring, wand, etc., and will be detected as such. However, when picked up by a character, its true nature manifests itself; this creature feeds on the strength of adventurers and will drain this strength at the rate of 1-5 points a day. Once the victim grasps the parasite he cannot release it until he chooses off the part of his body that is in contact with it. His finger, hand, etc. The Item Imposter itself is completely unaffected by all forms of physical magical and technological attacks except magic negation, which it instantly.

**THE MACROPSITE:** 4 of June 23 4444 C's. Host is "MURKIN". This beast has no means of ingesting or digesting its own food. Instead it uses its ten large tentacles to hook up to the stomachs of humanoid





beings and suck out digested material for nourishment. If the Macroite hits the victim the tentacles lodge themselves in his stomach doing 16 points of damage. It then injects an enzyme which causes the victim to become completely docile and very hungry. Thus the victim will not attempt to attack the Macroite or try to free himself of the tentacle. Rather, he will eagerly eat and eat thus providing the monster with a steady source of food.

**Marrow Worm:** A very tiny insect which waits on the soil until someone steps on it. It then burrows up through shoes, if necessary, into the host's foot. However, the victim feels nothing because contained in the Worm's saliva is a very strong anesthetic. Once within the body the parasite burrows into the bones of the victim, feeding on the marrow within. It takes the Worm, which eventually grows up to a yard long and 1/8 inch thick about a month to devour all of the host's bone marrow. The victim will then die after about two weeks unless he loses blood through injury in which case being unable to manufacture more blood he would perish very quickly. The only way to remove Marrow Worms other than surgically is to eat the wings of Butterfly People, whose chemical composition is fatal to Marrow Worms.

**CRANOLID:** A parasite which flies through the air until it lands upon the head of an intelligent being and nestles securely in the hair of the host. It activates its strangely shaped tongue, which drains the memories of the victim at the rate of 10% of total memory per day. Not only will this affect the personality of the victim, but also since he is losing all memory of learned abilities, spells and methods of fighting, he will lose 10% of his levels a minimum of one per day. This will continue until he reaches 1st level. The Cranolid is very tiny and is removed since one must merely shave all the hair off one's head and then smash the exposed parasite. Cranolids can be contracted in most regions except those where the temperature drops below freezing.

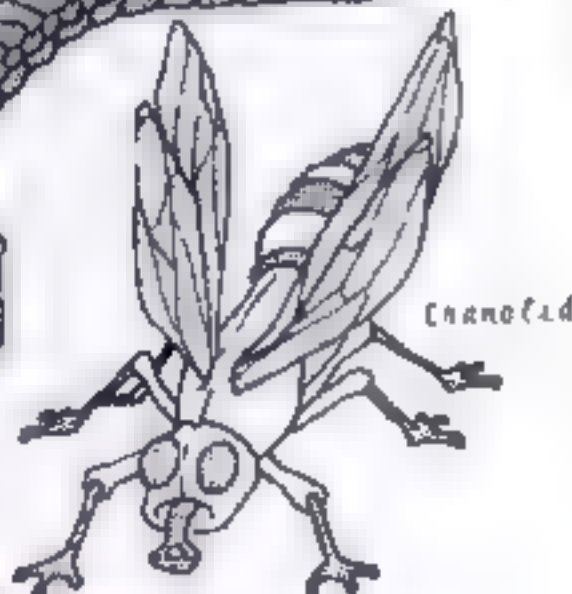
**WOMB LICE:** These parasites exclusively infect large female mammals including humans. They crawl up the womb and lodge themselves in the walls of the uterus and as soon as they arrive then they fertilize the egg so that, in 16 days it develops into a 100 more womb lice which the female mammal then gives birth to. At the time she is already pregnant, the Womb Lice will devour the fetus. Because of this fact several primitive cultures use these parasites as a method of aborting unwanted pregnancies. Womb Lice are found exclusively in hot humid equatorial regions.

**THE NEILA PARASITE:** This nightmare creature is, as its name implies, not from our world. Rather it hails from some dark corner of our universe where worlds are unknown and the only law is the law of survival. Its life cycle consists of four stages. First, it exists as an egg. The egg is about two feet high and has a rough, very



Spine Crab

Marrow Worm



Canolad



Bomb Lice

thick and soft shell. If a likely host approaches within five feet of the egg, the top of it opens up like a flower. Then the Mella, now starting its second stage leaps upon the victim and forms a two-foot long proboscis down his throat. The parasite is now a sort of crab with a tail, completely covering the face of the victim. It maintains its position using a tail wrapped around the host's neck and with its legs which hold onto the victim's head. During this time the host is in a comatose state. The host remains in this position for 72 hours then it drops off and dies. However inside the host it leaves its proboscis which now develops into the third stage of the Mella.

After the second stage of the parasite leaves the face of the host, he awakens and is possessed of a great hunger. However during his first meal the Mella but comes out of his stomach killing him. The thing, now a wormlike reptile with a giraffe-like mouth vacates away with lightning speed to some secluded spot so that it can grow into its final stage. This growth takes about 4 hours.

In his final stage this creature is truly terrifying. He stands 4 foot tall and is humanoid in shape (see illustration). It now requires mass quantities of food to provide energy for the creation of an egg. Thus it slays anything edible. It comes in contact with and devours it. After it has consumed 500 pounds of food, it rests for 12 hours then brings forth one egg. It then begins killing and eating until it has again devoured the required 500 pounds. It then rests and lays another egg, and so on.

In all stages of its life cycle, the Mella Parasite is immune to poisons, diseases, life drains, heat, cold, sonic electricity, and it is unaffected by vacuums. In addition acid damage heals any injuries the Mella may have sustained. Further, in all stages except the egg it can dodge physical attacks, including projectiles on an 11 or better. Also, even if the physical blow strikes the monster, the object striking him must save or fold at -3 or it will dissolve and the parasite will take only 1/3 damage from the blow. Finally, the beast saves vs magic and technological energy weapons on a 4 or better. If it does save, it takes no half effect.

Stage	A.C.	Hit Dice	HP	Tail Damage	Claw Damage	Bite Damage	Move
Egg	2	1	1	-	-	-	0
Crab	4	3	21	1-3	-	-	24
Worm	0	5	21	1-4	-	3-12	36
Humanoid	-8	14	39	2-30 25% Strangle	3-18 and Break 1 Bone	9-54 and tear out heart	12

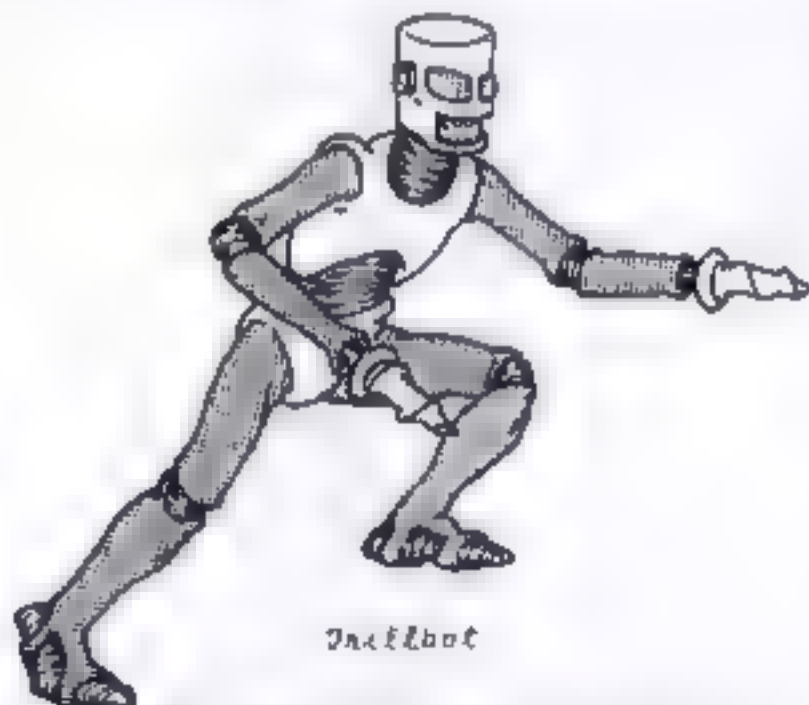




The Weela

## ROBOTS

**DRILLBOT** Hit Dice 1 Armor Class 5 Dexterity 16 Movement 3" A warbot designed specifically for hand-to-hand combat the Drillbot possesses no range weapons. It relies entirely on its two fearsome drilling appendages to kill its opponents. In hits opponents with a 45 hit probability and if it succeeds it drills a hole through the target's body destroying the part it hits. Roll on the hit allocation chart to determine which part of the body is drilled.



Drillbot

**CYBORGS** Hit Dice 5 Armor Class 3 Dexterity 15 TO 20 Weight 15" Cyborgs are a combination of man and machine. Although they retain the outward appearance of normal humans inside they are mostly metallic. Their skeletons are constructed of immensely strong carbide steel and the muscles are made of platinum mesh. These

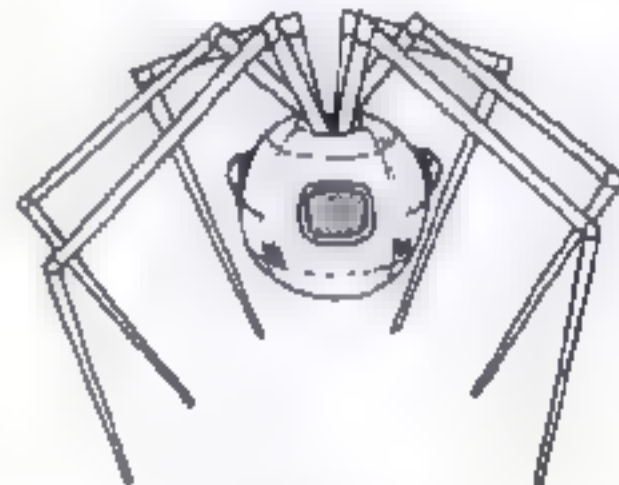
mechanical additions allow Cyborgs to move faster than me and give them +5 to all attacks. They can strike with their fists for a total of 2 1/2 points but usually use either the vibroblade or pulsehammer. The Cyborgs are found in small units of 8 individuals, or in larger squads of 24.

**MED-ROBOT** War Deck 4 Armor Class 2 Dexterity 12 Movement 6" This mobile medical unit is capable of curing almost any kind of damage or disease incurred by any animal form. The Medi-Robot may administer a spray heal up to 15 times per day that will cure 18 points of damage. It will also cure any disease like influenza, leprosy, radiation sickness, cancer, etc., through the use of a variety of injections and exposure to radiation, and is capable of this disease cure up to 5 times per day. Up to 5 times per day it can instantly manufacture and administer any anti-venom or anti-poison which will neutralize the offending substance immediately. The Medi-Robot is also capable of most extensive body repair like surgery. However, in order to properly repair a body, the Medi-Robot must have access to correct blood type, organs, limbs, and tissues which the host must supply. It has an organ and blood bank which are capable of storing a definite type of each organ, limb, and skin grafts for replacement and repair. It can do any operation in 10 minutes using its laser scalpel and other manipulative appendages. Since each person must have a certain type of blood tissue and so on, extensive operation and are available to only one being, the Medi-Robot is essentially keyed to one being as far as operations go. The Robot can, however, treat any being as long as it is supplied with the proper organs and blood. Finally, the Medi-Robot is capable of administering a variety of anesthetics and stimulants to kill pain and to keep a person going. These last for 8 hours. If the stimulants are used, after the effect wears off the user must rest for twice the amount of time he normally rests.

**THE ELECTROID** War Deck 3 Armor Class 3 Dexterity 18 Movement 4" This unorthodox contraption is a dark gray sphere about 5 feet in diameter glowing a smoldering orange through grates in its sides. Floating slowly through the air on some strange mission, this robot is not usually aggressive. However, if attacked or provoked from traveling where it desires, it will respond using its offensive capabilities. First it can use massive static electricity to charge individual parts of an opponent's body with the same charge resulting in the pieces violently repelling one another tearing the victim apart. If the victim saves, there is no effect. If it does not use the first attack, the Electroid may opt to bump an opponent. If it hits the target takes 7-16 base damage resulting from the static charge of the Electroid.

**ARACHNATROID** War Deck 5 Armor Class 1 Dexterity 22 Movement 12" This robot is used mainly for light

fighting on difficult terrain or for scouting and reconnaissance. They look very similar to spiders having a spherical sphere 3 feet in diameter with 6 thin legs projecting outward. With these legs the Arachnatroid is able to traverse any type of terrain without expending its speed. It attacks by jabbing with its legs, 1 of which can attack any one round. Each leg does 2-12 points and there is a 10% chance that the sharp point of the leg will penetrate an opponent's armor. This doubles the damage of the attack and causes the area it hits to dysfunction; i.e., if it strikes a leg or arm, the limb will be useless until healed. If the chest then 10% for individual organ and head or neck, the individual dies. Standard teams of Arachnatroids consist of 10 robots.



Arachnatroid

**AQUATRON** War Deck 10 Armor Class 3 Dexterity 15 Movement 12" on land 16" through the water. Primarily a subsurface robot, the Aquatron is most frequently used to patrol beaches near the underwater cities of the Dolphin-like extraterrestrials, Neptunians. They are disk-shaped about 15 feet in diameter bulging in the middle and flattening at the edges. At regular intervals about the perimeter of the Aquatron are grills through which the robot expels compressed air and thereby propels itself through the depths. The Aquatron must surface at



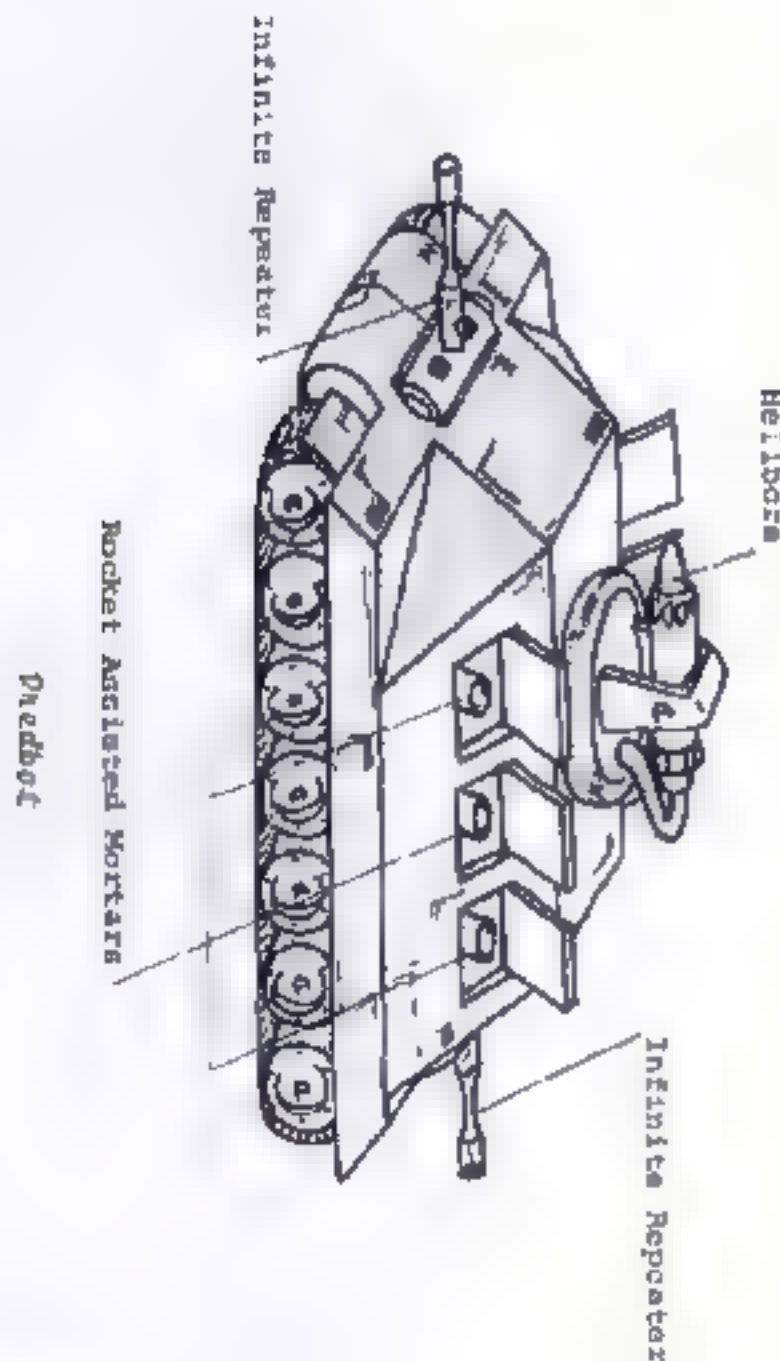
opponent in half.  
If faced into a human brain 1 per melee round, hit as a D. 1, a range of 30 feet in water, 60 feet on land; the probe will control him initially is severe is allowed on a base level with no glasses). However due to the mechanism's income ability with land creatures brains there is a 1% chance that the probe will burn out the opponent's nervous system in any case. The Aquatron can at 1/2 cause the water in a 20 foot radius around it to instantly raise to 7' 7" (against horizontal) doing 7-11 to 21. When the radius when on land the probe may explode, splashing steam out of its grill. Those within 10 feet take 10-60 scale damage and will be blinded for 1-10 melee rounds save to half of both. Those 11-20 feet away take 5-30 points save to half. This can only be done three times without the robot returning to the ocean to recharge.

SCORBOT: Wt 140 lbs. - 4 inch steel & stainless steel  
No. 1441 IP The Scorbot is the sole surviving remnant  
of a once highly advanced republican civilization. Its  
design was Scorbot's master to its creators, reaching  
3 feet in height, balanced on its two legs and torso.  
The weapons of this robot include a gun attached to the  
right arm which fires a high velocity 1/2 inch ball  
which penetrates 1/2 inch or better range 141 feet and  
explodes doing 1-36 points, with a 10% chance of annihilation  
in the area it hits (roll on 1st or 2nd level chart).  
The right arm ends with a crushing claw which does 10  
points of damage and can crush through the 1st level armor and  
lower level armor. The claw does 1-48 points and has  
a 10% chance of crushing an opponent as per the Thresher.  
The robot is armed with 141 feet in any direction for  
1-6. It is also armed with a selective acid which is a 1-6

Dredbot - Hot Page 35 Power Class - J and a 750 chance  
of catching weapons 51 lbs plus Outrigger 75 Wt of  
mine 1" Its devastating variety of weapons, more than  
respectable movement compact & excellent armor and  
superior intelligence, make the Dredbot one of the most  
effective warbots ever manufactured Mounted on a 30 by  
10 foot frame the arsenal of the Dredbot comes are of the  
Melibore two infinite repeaters and six independently  
targetable rocket assisted mortars with variable mag-  
azines Each infinite repeater is capable of firing at  
any one target at a maximum range of 770 feet within a  
90 degree cone directly in front of the gun Range rang-  
e 4 or better to hit each repeater will hit each target  
with 1-6 1/2 multiplier and personnel shells doing 1-2  
points of damage per shell With a max aim range of 180  
feet the mortars hit on a 12 or better all firing once  
per mine round and are capable of firing any one of the  
three different shells The Dredbot can mount its trail  
or carry out complex tactical maneuvers with the aid of  
its smoke she is that fast a 40 x 40 x 40 foot volume  
with dense opaque smoke Its explosive she is blow up  
with a 24 foot diameter each doing 4-24 points of dam-  
age to a 1 caught within the explosion radius a save  
resulting in half damage Finally the Dredbot can select  
to fire napalm shells which will explode in a 10 foot  
diameter coating all within the blast radius with a burning  
oil like substance doing 2-12 points of damage for 1-6  
mine rounds a save results in the victim taking only  
the initial 2-12 points of damage A fully loaded Dred-  
bot will generally carry 14 of such kind of shell The  
infinite repeaters and mortars however are able to  
protect the primary offensive battery of the Dredbot the  
Melibore This mighty weapon actually focuses a nuclear  
blast into a cone 130 feet long and 710 feet wide at its  
base All those caught within the cone suffer varying  
effects corresponding to the distance they are from the  
Dredbot All caught within the blast at close range  
within 37 feet are completely and totally disintegrated  
unless they make their save In which case the blast  
merely turns the victims into twisted and charred corpses  
Those caught within the medium range, from 37 to 770 feet  
die instantly from the blast a save resulting in 1 point  
of the victor's total hit points blasted away being  
knocked 10-170 feet and being stunned for 1-6 turns  
Finally all caught within the core at long range will  
take 4-40 points of damage and be thrown 130 feet If  
a victim makes his save he takes half damage and suffers  
no throwing effect Finally one must remember that the  
Dredbot is a highly advanced fighting machine with great  
reasoning capacity and will act accordingly that is  
not letting people board it rather throwing them off and  
crushing them with its treads and so on.

# The Booty

## MAGICAL ITEMS



**WAND OF THE MARROW SQUID** Through some dark wizardry an amputated tentacle of the dread Marrow Squid has been affixed to a rod of copper animated and placed under the control of the user of this item. Once pointed at a single target up to 60 feet away and squeezed, this wand will suck out all of the target's bones unless he makes his saving throw. However the wand sucks out his bones very gently and even though he loses his skeleton if he makes a 1/2 constitution roll roll 1/2 his constitution on a 20 sided die he will remain alive. Of course he will now be a pile of organs and muscle unable to do anything except gurgle.



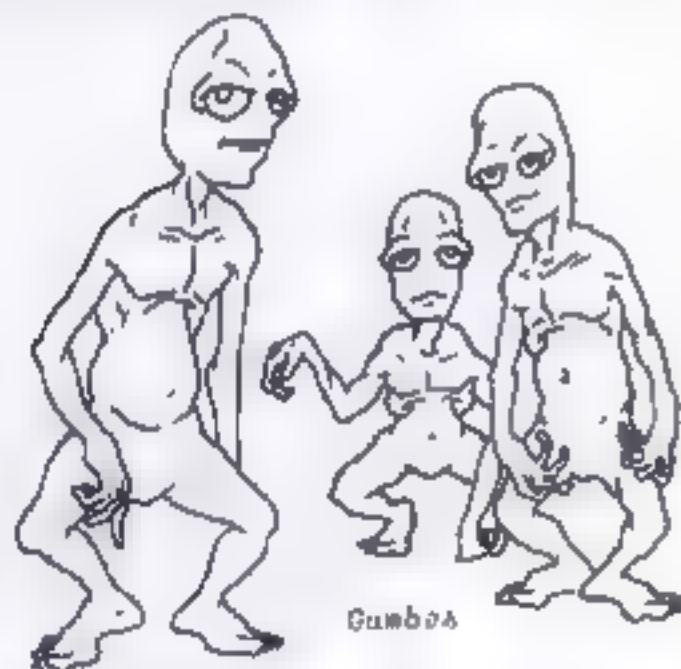
Wand of the Marrow Squid

**THE UNPILFERABLE POUCH:** Any character who has had an experience with thieves will realize the usefulness of this item. The bag appears as a completely mundane pouch sack about a foot and a half long and will be detected by any means magical or otherwise as such. In actuality the pouch is a small entryway into another dimension which is exactly 20 x 20 x 20 feet in size. In this space one can store his/her objects of value without fear because of the bag's excellent anti-theft ability. When anyone other than the owner looks into the bag he will see a normal pile of random gems and coins. However, when someone attempts to grab the booty, the gate between the bag and the storage area momentarily closes trapping part of the fiend's arm and, of course, separating it from the rest of his body. If the owner of the bag is killed, the sack will "key" to the next individual who touches it.

**RING OF GUMBOS** Made of dull sheened pewter the Ring of Gumbos is carved into the shape of many Gumbos holding



hands. Upon demand his wearer may call forth one Gumbo from the ring. These creatures stand about 4 feet in height have pale bear translucent skin and have large boudous eyes (see illustration). They have no mind what soever and so follow any orders without question. For this reason, Gumbos may be used in a variety of helpful fashions. For example one could order a Gumbo to open an obviously trapped door, unlock a cursed chest, or distract the attention of a demon while the holder of the ring escapes. Gumbos have only 1 hit point, armor class 8, dexterity 1 and a movement of 6". They have absolutely no offensive capabilities. Rings of this type will usually have from 3-14 Gumbos stored in them



**AMULET OF CONSTRUCTION** Carrying the spirit of crossed shovel and pick, this Amulet simply performs the work that 10 men equipped with shovels, picks and hammers could do in 10 days. This is done in one action round. This item is highly effective in making defenses or escape routes quickly. An Amulet of Construction will have from 1-20 charges.

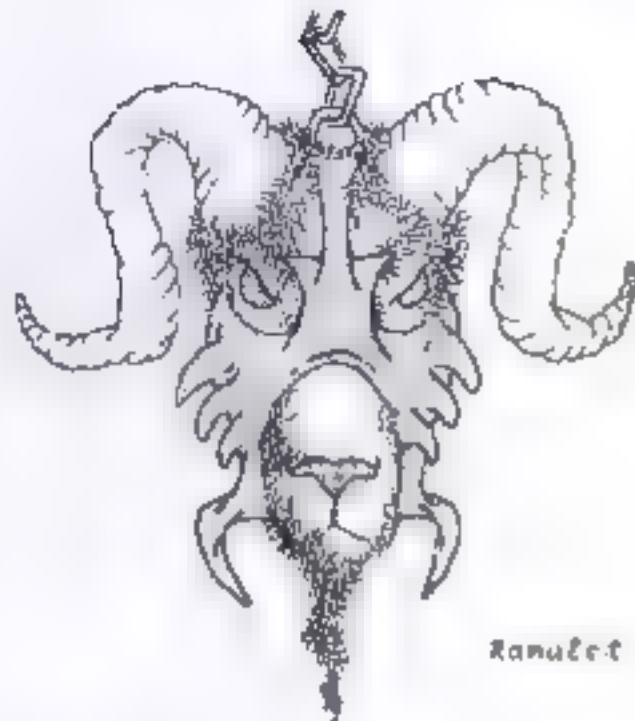
**DOORKNOB OF UNRESTRAINED ENTRY:** Appearing to be simply an unattached doorknob, the Doorknob of Unrestrained Entry is actually a magical device that allows its user to open any mechanically locked or magically sealed door, chest or other closed item as if the normal opening procedure

were used. The user simply places the knob upon the item he wishes open, turns the knob and opens the object in a normal fashion. One must note, however, that this doorknob will not open doors or other items that are sealed with some sort of physical obstruction like a doorbar, a cave-in, stone wall, etc.

**AMULET OF OCTODEFENSE** These highly prized and extremely rare devices were created long ago by an advanced eight armed species known as the Mak,sa. The body of the Amulet is an eight faced disk encrusted with rare jewels and covered with indecipherable glyphs. The magical power of this item is defensive in nature. It cuts the damage the wearer can take per attack to one-eighth his total number of hit points. For example, Cugel is peacefully swimming along the coast when he is attacked by a large luminous lamprey. The lamprey bites Cugel for 50 points damage. Cugel has only 24 hit points but he is wearing an Amulet of Octodefense and can therefore take only one eighth his total hit points, which equal 3 points damage. This item cannot minimize damage above eight times the user's total number of hit points and would therefore not protect him from falling moons, hydrogen bombs, and similar immense damage events. The Amulet also would not protect the user from non-damage attacks like disintegration, teleportation or disease.

**HAMULET** This item is an amulet in the shape of a man's head. When worn around the neck it gives the wearer the ability to butt his opponents with his head, doing damage to them. The effect on his opponents varies according to how much of a running start he gets before contact. (Of course the user's head remains intact and unharmed while using the Hamulet.)

Distance Run Before Impact	Damage	% of Feet Target is Knocked	% of Broken Bones
Butt from a sliding 5 ft.	1-12	5	1
15 feet	2-10	10	1-2
25 feet	4-12	20	1-4
35 feet	6-18	30	1-8



Ranulet

**NEEDLE OF MYSTIC MENDING** Used mainly in the creation of flesh golems and similar constructs, this key ly magic needle has the power to sew back on lost body parts like severed arms, etc. All one must do is sew the part back on and/or close the wound and the damage will be gone without scar or dysfunction. However, if the wound has been fatal or the missing part has been eaten, destroyed or otherwise removed the needle will not bring the being back to life, merely repair the unsightly openings.

**THE EMBRY IC** This item takes the shape of an embryo carved out of a pale opal three inches across. To employ the Embryizer, the user must grab the item in one hand while pointing at a target with the other. He must then cry out, "Return to the womb." The target must now make a saving throw or lose 1-100 years off his present age. If he does save, he loses but half the number of years. For example, Phendo the magician faces off against a young and confident warrior who is about to carve out Phendo's left kidney. However, Phendo is quicker and brings into play his trump card, the Embryizer. He rolls a 46; however, the warrior saves and loses only 22 years off his present age. Not, alas, the warrior is but 24 years old. Therefore, he has been reduced to an embryo. Phendo, being somewhat unmerciful, now squishes

life out of the warrior under his heel. The Embryizer has a range of 120 feet and can be employed but once a day.



Gumbos at party

**SAUNTLE OF ACQUISITION** By employing this item the user is able to grab things with a velocity of up to that of an arrow or spear suffering no ill effect. He may try to catch up to 5 items per melee round, having a 75% chance of catching the first item, decreasing 15% per subsequent try during the same round, regardless of his success in catching the item. For example, for the first item, the user has a 75% chance of catching the projectile; a 60% chance of catching the second item, a 45% chance of catching the third item, and so on. He may try only once per item, and objects that he misses continue upon their courses unaffected.

**WEATH AND POWER OF VARIABLE EFFECT** This item is a sheath and pommel connected together by a cord which never becomes entangled with itself or the user. The sheath and pommel can be attached to the right side, left side or back of the user. When he draws the pommel from the sheath, the user will wield one of three different weapons, depending on which position the sheath is in. If drawn from the right side, a two-handed sword is brought forth. The sword does 3-24 points of damage and gets an additional plus +2 to hit for every target



in a sweep. If the first target in a sweep would give the sword a +2 to hit against it the second target would be +4, etc. If drawn from the left side, a 10 foot long glowing whip is brought forth. It can strike targets up to 10 feet away from the wielder and delivers 2-11 points of electrical damage and stuns it for 1-3 melee rounds. If the victim makes his save, the damage is halved and there is no stun effect. The whip has no pluses to hit; however, it hits all targets on a 5 or better. If drawn over the shoulder a +2 throwing knife is brought forth. The knife has a range of 60 feet and will return to the user upon command. NOTE: When using the knife the cord which normally connects the sheath and pommel disappears.

**AQUAMARINE GEMS:** These are 1 light blue gems have the unique property of expanding into a 30 x 30 x 30 foot volume of water upon command. Immediately after the cube of water appears it will sink to the ground running as if normal water. These gems are highly prized since they are extremely effective against creatures of fire fire dragons, etc., but not red dragons and other similar beasts giving them 11-72 points of damage save to half.

**SWORD OF SILENCE:** This blade possesses several magical attributes. First, it can generate an area of silence 3 times per day, with a radius of 60 feet extending outward from the sword. Within this area no sound can exist. The field lasts for one full turn. Second, any opponent struck by the sword becomes deaf and dumb. If the opponent saves, the deafness and dumbness last but one day. Finally, the sword protects the wielder from all sonic and sound related attacks. The sword of Silence has no pluses to hit, however, it does 2-24 points when it does hit.

**WAND OF THE INTENSE MANDIBLE:** This item is a wand which creates two arms of irresistible force which crash together from opposite directions upon a single target in a manner very similar to the jaws of an insect. If the target fails his save, he receives 8-14 points of damage and 1-3 of his bones are broken (see the bone chart to determine which bones break). If he saves, he receives but 4-14 points and some of his bones break. The wand has a range of 90 feet and will commonly have 6-45 charges.

**WAND OF IMMOBILITY:** usable 5 times per day. This item enables the user to blow from the wand a stream of translucent blue concentration at any one target up to 60 feet away. The user requires a 6 to 11 successfully. Unless the victim makes his save, he becomes covered with the blue ichor which immobilizes him completely for 7-16 melee rounds. Should the victim make his save, he suffers no movement and dexterity for 2-16 melee rounds in place of the immobilization effects.



Gumbos at convention

**THE NOTE OF GALVANIC SCINTILLATIONS:** This magical orb is made of highly polished azurite, veined with any-hue. When held high above the head the flat sized globe will emit a myriad of crackling bolts of golden lightning. These bolts extend up to 60 feet away and will strike all targets above one foot in height within range 1-20 times. Each bolt does 1-8 points. Since the nervous systems of most creatures are electrical in nature such an introduction of a massive electric charge will tend to confuse the victims of this attack. If they fail their saving throws, they will do one of the following for 1-10 melee rounds:

1. Wander about aimlessly, taking backwards.
2. Flop about on the ground like a dying fish.
3. Become paralyzed if this lasts more than 6 melee rounds, the victim will die because of oxygen deprivation.
4. Believe friends to be enemies and vice versa.

For every 4 bolts that strike a single target a -1 is added to his saving throw. For example, if Tyler the Gnome was hit 16 times his saving throw normally 15, would be 15. A save results in 1/2 damage and no confusion effect. This item is usable only by pure.

magicians and then but once per day

**WIDSTAND OF ACCURACY** A handy gadget, this device closely resembles a rifle scope with straps so that it can be attached to the wrist. However, it is much more for when in position the mage may look through it with a ring eye in. This will double the range of his spells and increase their accuracy. Spells which require the mage to roll to hit now hit automatically. The Wistband is truly a great addition to any mage's collection of magic items.

**BRACERS OF DEFLECTION** These magical bracers, appearing as gold lined metal cylinders inlaid with obsidian, allow the wearer to deflect any physical, non-projectile attack. For example, the user would have a chance to avoid sword blows, mace swings, club attacks and bites, but would be unable to deflect attacks by arrow, thrown spear or other projectiles. The user has a 75% chance of deflecting one blow per melee round, but can, if he wishes, attempt to deflect more than one blow per melee round at a lowered percent of success for each blow. To determine the possibility of success of diverting more than one blow per melee round, one simply divides his base percent 75% by the number of attacks he wishes to deflect and the result is the wearer's percent chance of diverting each blow. For example, while struggling upon the beach, Grenlap the fighter encounters three tentacles as of the dreaded Giant Shore Anemone. Having no desire to deal with any of these tentacles, Grenlap elects to attempt to deflect all three of the tentacles as they converge upon him. His chance of diverting each blow is determined by dividing 75% by 3, which results in Grenlap's having a 25% chance of deflecting each of the three blows if he had prior knowledge of their intent.

**HELM OF THE HE MOUS!** This rare and arcane piece of magic is sought with fervor by all manner of evil beings, for it possesses several magical attributes, none of them trivial. First, it enables the wearer to speak with the dead, no matter what their state of decomposition may be. Further, undead will probably, but chance, not attack the wearer. Second, it enables the user to subvert the aid of demons whenever he meets them. The demons will not obey all of the wearer's commands but will take suggestions if they like them. Finally, it endows the wearer with the power to fire a beam of sickly yellow light 740 feet long at one target. If the target fails his saving throw, he will attempt to kill himself using the most effective means at his disposal. If the victim makes his saving throw, he will only lapse into unconsciousness for 1-3 melee rounds. The wearer of the Helm can fire this beam 3 times per day. The Helm of the Heinous will only serve those who work toward evil ends and will not function for anyone else.

## Helm of the Heinous



**THE CONJURATION** Appearing as a 9 foot long staff of clear crystal, this item has the magical ability to transform the light given off by heavenly bodies into concurrent beams of energy with which the user may attack his opponent. If the staff is exposed to sunlight it will generate a 10 six-sided die heat beam, 20 dice at exactly noon. A save results in half damage. If the staff is exposed to moonlight, it will generate a 4 six-sided die cold beam, 10 dice if the moon is full. Again, a save results in half damage. The range of these beams is 120 feet and they affect but one target.

**DURIAN FINGERMAIL POLISH** Believed to have been developed long ago by the ancient race of the Durians for the protection of their womenfolk, this fingernail polish is highly prized for not only its pleasing visual qualities but also its interesting offensive properties. Each color has a different effect and is activated when the wearer claps her hands.

**Fuchsia** Upon clapping her hands, a 100 foot long 40 foot wide cone of brilliant fuchsia flame erupts from the wearer's fingertips doing 10-20 points of damage to all caught within the cone, a save resulting in half damage.

**Pearl** When employed, the pearl varnish negates all magic and magical items within its 60 x 30 foot



d. weapons originating from the user's hands for 1-10 magic rounds, save to half the time. All weapons are negated. This includes magicisms as well as cast spells and magic swords, magic staves and the like.

**Ebony.** By striking her hands neither the user nor the target is within an 80 x 30 foot area cone of a shimmering black frost which withers all 1-100 years, save to half effect.

Each application is usable but once; the polish disappears upon use. Thus, one may repeatedly the poison to her fingertips in order to have again have the ability as the poison grants her. This process takes one full turn. The poison does not have a local or multiple effect; one must lose all of her in it on both hands, and even when the effect is used it is local. As a multiple coat will not have greater effect. Each bottle contains up to ten applications of venom.

**TONGUE OF WICK PROTECTION:** This tongue is fashioned from bronze and inlaid generously with opals. When worn the tongue will protect the wearer's neck and throat from any kind of damage, leaving all attacks that do affect the neck area like werps' attacks to bounce harmlessly away.

**ARMOR OF PURITY:** Once donned, this bluish-white metal suit of armor grants the wearer the honor of combatting evil, with the aid of its offensive and defensive capabilities. Defensively, the user is granted an armor class of -2 and becomes 75% immune to all undead attacks and 50% immune to all demon attacks. To determine if the wearer is affected by the undead or demon attack simply roll percent to dice for each attack. A roll over the percent shown indicates that the wearer is affected by the attack. If a roll equal to or less than the percent listed indicates the wearer is totally unaffected by that attack. In addition, the wearer is granted the ability to cast a powerful light spell up to 60 feet away three times per day, which bathes all in a 50 foot diameter circle in light which is indistinguishable from the sun at mid. The armor provides the user with but a single offensive power: the Blessed Bolt. The user may employ this power only once per day, and its effects as described in The Mechanician are as follows:

Lawful:	5-30 points of damage, save to half damage
Neutral:	10-60 points of damage, save to half damage
Evil:	20-120 points of damage, save to half damage

For undead and demons, use only this chart:

Undead	Disincorporate, save to undead turn
Demons	Return to hell, save to stop for 1-10 magic rounds
(Lesser)	Stop for 10 magic rounds, save to no effect
(Major)	

The bolt measures 100 feet long by 10 feet wide, originating from the wearer's hand, and all caught within the bolt suffer appropriate effects. Finally those wearing the armor will feel obliged to purge the world of evil and especially undead and demons, using most of their time to achieve these ends.

**MAGIC MINES:** These devices are extremely handy to have around camp on those dangerous wilderness journeys and dungeon adventures, since they can be instructed by the user to either emit a shrill warning or blow up upon intrusion by those utterly unwanted types that always appear when one least expects them. The mines burrow into the ground with only their ludicrous eyes barely exposed to detect the presence of intruders. The mines see everything whether visible, invisible, or true and on a different plane. They can be instructed to utter warning if anything approaches within 30 feet of user, or to explode if anything passes within the 10 foot diameter explosion that does 7 1/2 points of damage, affecting all passed, save to half damage. The Mines will allow only the user within the detection range without reacting and will, in fact, be happy to be with their master once again.

**GLOVE OF DENSITY:** When worn, this glove allows the user to "punch quite a punch" due to the properties of the plain black material from which the glove is manufactured. With the glove the wearer may smash easily through 1 foot of solid wood, 2 feet of stone, or 6 inches of steel. As to those who incur the wrath of the wielder of the Glove, since his punch delivers 8-16 in damage and knocks the unfortunate victim 10-100 feet.

**URN OF SILENT IMPRISONMENT:** Forged many ages ago by ancient and powerful forces, these plain metal urns are capable of holding any one being's soul trapped within them, making it completely impossible for the victim to be brought back to life, wishes notwithstanding. Trapping a being's soul within the urn is accomplished by reducing the entire victim to ashes and then placing these ashes within the urn. From the time the ashes are placed within the urn until they are released, the victim is rendered completely unraisable.

Instrument of the Sacked Sprawl



**INSTRUMENT OF THE SACRED SPRAY** This weapon resembles a golden heavy caliber weapon. However, instead of a normal butt the gun ends in a glowing cross. Rather than firing solid slugs, the Instrument of the Sacred Spray releases a stream of specially blessed holy water. Hit as A C 9, range 60 feet, one target. If the target is an undead with 4 or less hit dice, it must save or disintegrate. If the saving throw is made, the undead are turned as per clerical turn. If the creature struck by the holy water is an undead with more than 4 hit dice, it must take 2 74 unregenerable points of damage. If the target is a demon with 15 hit dice or less, it must save or flee to whatever hell it came from, save to 3 20 unregenerable points. If it is a demon with above 4 hit dice, it takes 5 50 points unregenerable damage, save to no effect. These weapons commonly have enough of the special holy water for 4 33 sprays.

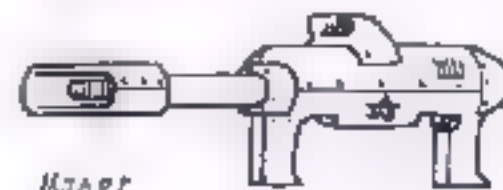
# TECHNOLOGICAL ITEMS

**UNITED STATES ARMY PULSE LASER RIFLE** Introduced by American troops during the Third World War, the U S A Pulse Laser Rifle played a major role in the complete defeat of the Soviet forces. Although inexpensive to manufacture and deadly at close range, the Russian mass weapons were no match for the long range effectiveness of the well-machined Winchester coherent beam weapon. At close range (1-400 feet) the weapon reads a 6 or better to hit. At middle range (401-800 feet) an 11 or greater is required and from 801 to 1200 feet a 16 or better is needed. Any target hit by the weapon is bear will be hit by 1-3 laser pulses, each of which do 1-8 points damage. A rifle of this type will have enough energy for 1-100 shots.

*United States Army Pulse Laser Rifle*



**MASER** Alias "Soviet Stinger." Opted for by the Russians in WWI.I, due to its inexpensive production aspects, this weapon is also very deadly at short range. However, it was no match for the U S Pulse Laser with its greater range and accuracy. The maximum range of this micro-wave amplification weapon is 240 feet. It hits a 1 up to this range on an 11 and then delivers 6-26 points of heat damage. A Maser will save from 3-10 charges on it.

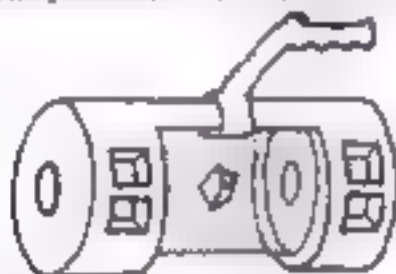


*Maser*



**BREATHING DEVICE:** For use in environments where the atmosphere is harmful to oxygen-breathing beings, this device takes the form of a diaphanous elastic membrane which stretches to cover the respiratory orifices of the user. As the wearer of the membrane breathes in the poisonous atmosphere, it is transmuted, as it passes through the membrane, into a safe breathable gas mixture.

**NEUTRONIUM GUN:** Harnessing the dread gravitational energy present in the dense Matter of Neutronium, this weapon contains a small piece of Neutronium held in a magnetic field. This field can be momentarily negated causing all within a cone, originating from the muzzle of the weapon, to be sucked into the chunk of Neutronium. The cone is 40 feet long and 30 feet wide at the base. If the target saves, there is no effect. The piece of Neutronium lasts forever; however, the magnetic field generator will wear out after the weapon has been used 100 times. When this happens, everything within 40 feet, including the user, is sucked into the Neutronium.



NEUTRONIUM GUN

**FORCE BRACELET:** Found by the Neptunians among the ancient and crumbling towers of that sunken empire of Atlantis, the Force Bracelet is capable of encasing the wearer within a field of protection that moves as he moves. The wearer may elect to employ the physical protection mode which protects the wearer from any sort of physical attack or he may employ the energy protection mode which protects the wearer from any sort of energy attack. He can, if he wishes, employ both modes at the same time. In the physical protection mode, the field will allow no physical objects to penetrate it in either direction so that although unaffected by physical harm, except for events of great force like colliding planets, the wearer cannot attack physically from within his shield of protection. In a similar fashion, the energy shield will not only protect the user from all forms of energy attack but also keep the user from performing any kind of energy attack himself. Neither of these shields will restrict air flow but will allow gas to seep slowly through their fields in both directions. Use of one shield costs one charge per mile round and use of two shields simultaneously costs four charges per mile round. A fully charged bracelet has a total of 50 charges.

**PARTICLE BEAM WEAPON:** Designed by the semi-corporeal residents of Venus's Planet, this gun fires a beam of energy hit on a 6 or better 50 foot range) of high speed gamma particles which, unless a save is made, pass through the individual's cells destroying the chromosomes in them. This will result in immediate gastro-intestinal syndrome, causing the victim to lose all his hair and immediately begin vomiting violently. The action will continue for 1-6 miles rounds, during which the victim expels his stomach and entrails, killing him. If however a save is made the gamma particles will only partially alter the target's cells, causing the victim to age at five times normal speed. This gun is a favorite among Neptunians because its effectiveness is unimpaired by the presence of water. Particle Beam Weapons store enough energy for 1-10 uses.

Particle Beam Weapon



**TASPER:** Used mainly by the Pacific Kangaroo people of Hobus Bango, the Tasper is the end product of many centuries of non-violent defense. When the tube-shaped weapon is pointed at a target and the activation stud is depressed, the weapon will emit an invisible beam of energy that will stimulate the pressure of the target for 7-12 miles rounds, the victim will writh in pleasure, oblivious to his surroundings. If a save is made, the ecstasy lasts only 1 miles round. It should be noted that this weapon will only affect those creatures with brains and would be useless against animated statues, metallic demons, or non-corporeal undead. A Tasper has from 3-40 charges.

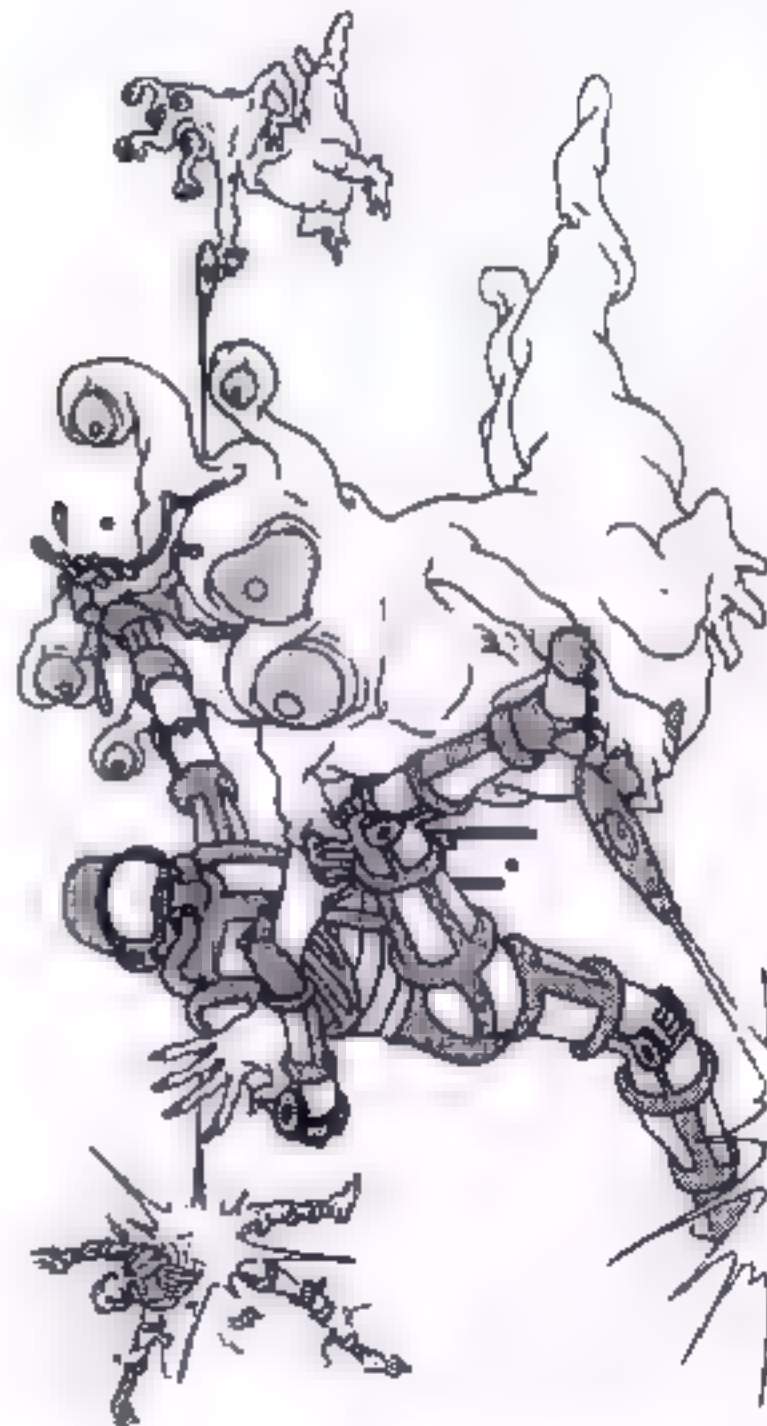
**GRUITHOPPER:** These winged airships once filled the sky above Atlantis, but with the fall of that great empire, the knowledge for the construction and repair of the crafts was lost. Only a few of the great ships remain. A standard Atlantean "thopter" is nearly 20 yards long. Equipped with three sets of wings, one each fore, aft and midships, this craft may fly up to an elevation of 15,000 feet. Powered by a crew of 10 men, the Gruithopper can fly 40 miles per hour plus or minus the wind present, depending upon its direction. The ship can comfortably transport 15 people, not including the crew.



Onethopter

**UNIVERSAL TRANSLATOR** Used mainly for diplomatic relations between different species, the Universal Translator is capable of interpreting any language, regardless of type, into any other. The device picks up the mental emanations of one creature, translates them, and then re-emits the message in a telepathic fashion. In this way, creatures with totally different types of communications (vocal, hand signals, flashing of lights) can converse freely. Due to an extremely durable dry cell battery, this unit can function indefinitely.

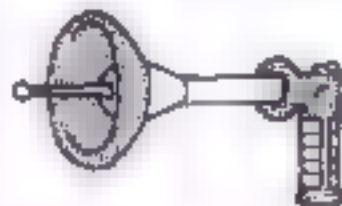
**EXO-SKELETON** Developed for use in close combat situations with physically superior aliens, the Exoskeleton is a suit far more powerful than the wearer with the strength of a small bulldog. It comes in one size which will adjust itself to fit humanoid who are 5 to 7 feet in height. Once in place it enables the user to jump 60 feet in one gravity. Further, it enables him to smash his opponent delivering 4-40 points of damage. If he does not smash, he may opt to grab his opponent and, if he hits, break one of its bones. No. 1 on bone chart to determine which bone. The Exoskeleton is powered by an efficient and clean fusion power source, which will last forever. The wearer must merely add water once a day.



Exoskeleton forces battling the Multi-Eye People, 1/8 Aug 67

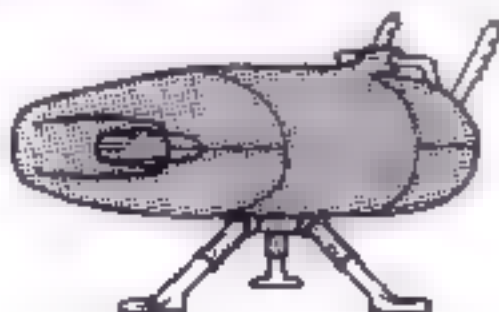


**THE DEONIZER** Designed by the Neptunians, this weapon functions equally well above and below the water. It has a maximum range of 70 feet. If the target is from 1-60 feet away an ill or better is required to hit. If the target is from 61-120 feet away, a 11 is required to hit. If the target is hit, this weapon will negate the ionization charges involved with brain processes. In other words, the target is completely paralyzed; he dies. If the target saves only his voluntary muscles are paralyzed. Thus he is still alive but he cannot move, talk, etc. This half-effect is only temporary, lasting but 1-10 full turns. A Deonizer will commonly have 2-100 charges.



THE DEONIZER

**PLASMA GUN:** Controlled by magnetic forces, the Plasma Gun projects a glob of super-heated plasma that rolls from the muzzle of the gun expanding as it moves, affecting everything within a 120 foot long 10 foot wide cone. The point of liquid sun inflicts 13-144 points of damage to all caught within the cone, a save resulting in half damage. Unfortunately, this massive weapon can only be fired every other melee round, for the immense heat this device generates raises the gun literally too hot to operate. It requires one melee round to cool back down to suitable handling temperature, and can fire a total of three times without recharging.



PLASMA GUN

**STANDARD ISSUE HELMET OF THE UNITED EMPIRE OF AMERICA** These devices common among the occupation forces on conquered planets, are a superlative example of the United Empire's brilliant combination of technology and practicality to create an unsurpassed piece of equipment, both in price and operation. The helmet provides excellent head protection in addition to the visual assisting properties and communication equipment. The helmet has a 75% chance of turning any blow aimed at the wearer's head, leaving him unharmed. The helmet is also equipped with three vision assisting operations which may be employed in any combination. The first mode magnifies the wearer's vision up to 10 times allowing him to spot and examine things that he normally would not see. The second mode allows the user to spot any one object within line of sight and determine how far away it is with the built-in range finder. The third mode equips the wearer with excellent night vision which allows the user to see as well in nighttime as during the day with a maximum range of 1,000 feet. In addition, the visor will automatically protect the wearer's vision from bursts of light, flak and dust. Finally the helmet is equipped with a set of communications gear that allows the troops of the United Empire of America to keep in contact with fellow competitors and commanding officers wearing similar headgear up to 100 miles away.



Standard Issue Helmet of the United Empire of America

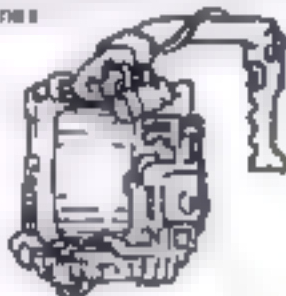
**VARIABLE BLADE** A relic of the Slaver Empire, the Variable Blade consists of a monomolecular wire held rigid by a static field. The thread-like blade of this weapon can pass through any substance except 11 or more metal. The entire unit is comprised of the blade which can be varied in length up to 3 feet, and a cylindrical haft covered with odd bulges and grooves, obviously designed for one of the Slaver's subterranean warrior races. Because of this strange grip, an 11 or better is required to hit. Any successful strike will sever a part of the target's body (roll on hit allocation chart). The weapon's built contains enough power to keep the blade extended for 100 melee rounds.

**TRACTOR PRESSOR PLATE:** This device allows the user to manipulate objects weighing up to 500 pounds, the maximum

Distance the object can be moved corresponding to the weight of the object

Weight, pounds	Maximum Distance	Maximum Distance
	Thrown	Transported
500	10 feet	20 feet
250	50 feet	120 feet
125	170 feet	240 feet
50	240 feet	450 feet
5	160 feet	720 feet

The user may select either to throw the object violently or move it gently, up to the maximum number of feet shown on the table. If the user decides to throw the object, he may determine exactly how far he will throw the item by adjusting the controls on the Tractor Pressor Plate. If the wearer of this item wishes to move an object gently, he can do so transporting it at a constant speed of 5 miles per hour, up to the maximum distance shown in the table. All objects thrown or transported either move directly away from the user in the "pressor" mode or directly toward the user in the "tractor" mode. Gases are allowed for all effects, resulting in half effect times. The Tractor Pressor Plate can be utilized a maximum of 25 times.

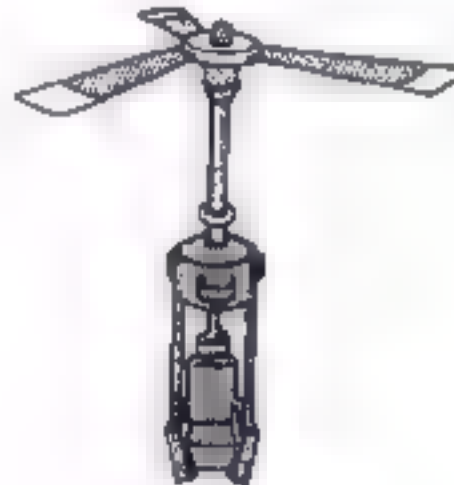


Tractor Pressor Plate

**ELEMENTAL TRANSMUTER** This two-foot long one-foot-wide and one-foot-deep container can transmute anything into an equivalent amount either of gold, silver, copper, iron, wood, water or oxygen. To operate, one simply places the object to be transmuted within the device, selects the appropriate setting, closes the lid, and waits. In 5 hours, inside the device will have completed its operations and signal the operator by flashing indicator light. During operation the Transmuter cannot be opened. The transmuted objects will retain their original shapes unless, for obvious reasons, the objects must change form. As in the case of transmutation from rock to water. When filled, the Transmuter can change whatever was placed within it into enough oxygen for one person to breathe for one year. Finally the box has a warning of 100 charges at any one time and requires 2 charges to transmute anything into one of the metals, and 1 charge to transmute anything into wood, water or oxygen.

**LIFT BELT:** Used by the United Empire of America infantry in the interstellar war against Algol IV, the lift belt compensates for the immense gravity found on the Algos. Some War d. However when employed on single gravity worlds, the antigravity belt permits the wearer to leap up to 500 feet, reaching an apogee of 250 feet. The total time for one jump is 15 seconds. Through the use of highly advanced solar cells, the belt can be recharged by setting it in the full sunlight for 8 hours. A charge lasts one hour.

**WHIRLY CHAIR** This contraption is used mainly for recreational purposes. It has a maximum speed of 30 miles per hour and a range of 300 miles on a tank of alcohol. It seats one person and has a small cargo section in which the driver may store one small overnight bag, or something of equivalent size.



Whirly Chair

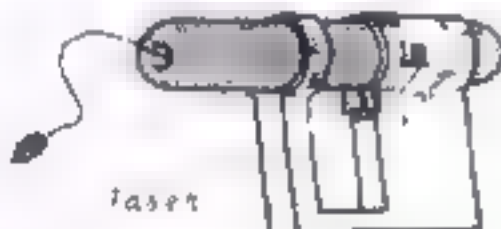
**PERSONAL TELEPORTER** This teleporter is a small, flashlight-sized device which can transport any object up to man-size up to .00 miles away. The location at which the person is to appear must be programmed into the machine. This is done by standing upon the spot desired and pressing the button marked "set". From any time thereafter, the personal teleporter will return the user to the site selected as long as the person is within range of the pre-set site. Each device has enough energy to



perform this task 20 times.

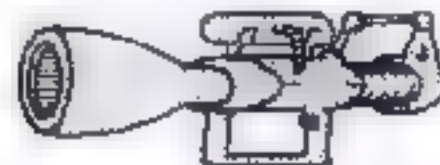
**VIBROBLADE** This item appears to be nothing more than a sheath knife with a six inch blade. But when activated it becomes something a great deal more powerful and deadly. By pressing the stud near the grip of the knife, the user is able to cut easily through almost anything including rock, iron and most other common metals, at a rate of 1 foot per minute round. In combat the Vibroblade can be used unactivated, hitting regularly, doing 1-2 points of damage to man-sized targets, and 1-4 points to larger than man-sized targets. Activated, this blade hits all as A.C. 3, and does 3-18 points of damage. At maximum charge, the Vibroblade will act for a total of 20 melee rounds.

**TASER** The Taser is a fairly common weapon used to disable rather than kill opponents. It fires a small dart connected to the gun with a long, thin wire. Upon impact a powerful electric charge travels down the wire and zaps the victim. The zaps does 3-18 points of damage but more importantly, it renders the target unconscious for 10 full turns. If the target saves he takes moderate damage and is not rendered unconscious. The Taser has a range of 50 feet and hits targets on a 6 in/fortuitously. Tasers cannot hit armor classes greater than 4 because they cannot penetrate thick armor or skin.



**GAS GUN MODEL Q1:** Designed by warthlings for use against the Multi-Eye People of Aqual IV, this particular model gas gun emits two different types of gas. The first is a dense black cloud which coats all within with a sticky black film which will totally block the victim's vision and hearing. It can only be removed by freeing it, then cleaning it off. The second type of gas is phosgene which will paralyze humans unless they make their saving throw. When used against the Multi-Eye People, it causes them to dissolve, unless they save. Both kinds of gas are emitted in a cloud 30 by 30 by 30 feet which dissipates in 1-8 melee rounds. A Gas Gun Model Q1 contains enough compressed gas for 8 shots of each type.

## Gas Gun Model Q3



**LASER GUIDED ROCKET GUN** Chosen by the Jovians for its versatile characteristics, the Laser Guided Rocket Gun is a formidable weapon due to its accuracy, range and interchangeable magazine. It is limited to line-of-sight targets and the range varies depending upon the type of missile used. To determine if one hits use the following table.

Range in Feet	To Hit
0-100	7 or better
101-250	10 or better
251-1000	14 or better
1001 and up	17 or better

**Explosive Shell** Upon hitting the target, the shell will explode, affecting all in a 10-foot radius doing 4-12 points of damage save to half. If one rolls 5 over the needed to hit number or a 10 in any case, the individual target aimed at has suffered a direct hit and takes double damage save to half damage. All others within the 10-foot radius are subject only to the normal effects.

**Solid Shell** When hit with this solid rocket-powered slug, the target takes 4-14 points of damage. This variety of slug has a maximum range of 1500 feet.

The one drawback to this weapon is that it takes 1 melee round to load this device, the user may fire, at most every other melee round.



Laser Guided Rocket Gun

This chart details the location and purpose of many organs as well as the effects of the removal or dysfunction of the body part. has been severely damaged only the "Digestive" effects result. If however, the organ has been removed out, eaten, or the like there is a chance of instant death resulting from blood loss and shock. Assuming a person survives the removal he will still suffer the effects of dysfunction.

ORGAN	LOCATION	FUNCTION	DEATH	DYSFUNCTION EFFECTS
Lungs	Upper chest left and right of breast bone	Digestives (used)	500 years	Loss of 1 lung results in one half normal lung strength and no longer able to breathe
Heart	Between breast bone	Pumps blood	1000	Absence of heart is always fatal
Liver	Below ribcage on right	Interconverts muscle (e.g. and sugar)	700	Individual cannot process food and dies in 1 day of starvation
Small intestine	Coiled mass behind small intestine	Extracts nutrients from digested food	600	Nutrients in food cannot be absorbed for nutrition drops 4 pounds per week until death
Large intestine	Coiled around on left side	Absorbs water and stores solid wastes	500	Death from dehydration in 1-4 days
Kidney	Above hip on either side of spine	Purifies blood	400	1 kidney removed, survives 6 and takes double damage from poison (loss of 2 lbs. feces)
Stomach	Below ribcage on left	Digests food into nutrient substances	500	Death occurs in 1-3 days as solid food clogs small intestine
Brain	In upper head	Coordinates everything in body	1000	75% death otherwise person is vegetable

**SLAYER DISINTEGRATOR** This double barreled weapon fires twin beams of gray energy which cause the molecular bonds of whatever the weapon is pointed at to dissolve into non-viable dust. Because the grips of this weapon were designed for the three fingered hands of the Slaver warriors, the device is unwieldy and cumbersome. Therefore, an all or better is required to use.

Range of target	Area Affected	Saving Throw
1-10 feet	5 x 5 feet	16
11-30 feet	10 x 10 feet	12
31-60 feet	10 x 20 feet	7

Drawing power from an unknown source the Slayer Disintegrator will never run out of charges. However, it may be used only once per four melee rounds.

Slayer Disintegrator

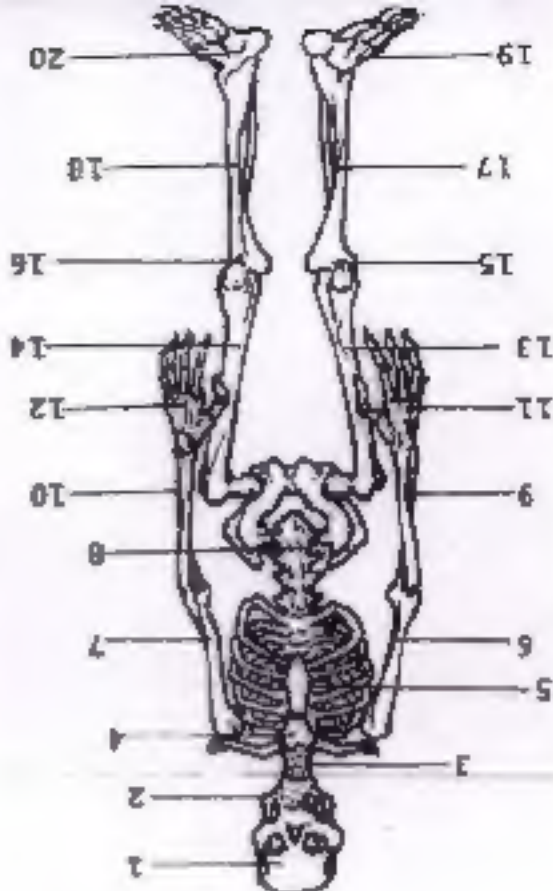


**ROD OF CELLULAR DISRUPTION** A favorite of the Vandalians this weapon can touch the target with disrupt every cell in the victim's body--instant death. If the victim saves his cells are disrupted only in the one area of the body hit by the rod. The die hit allocation check to determine the area disrupted. This weapon still usually save 2-20 charges.

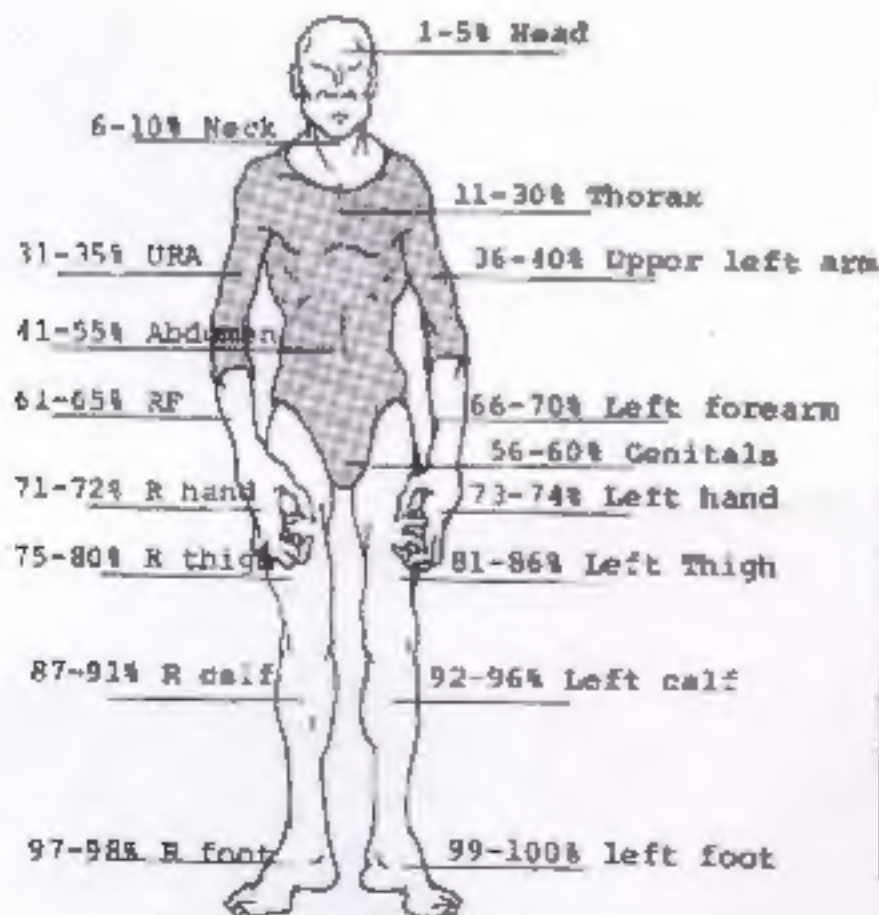


Rod of Cellular Disruption





1. Skull
  2. Jaw
  3. Neck
  4. Clavicle
  5. Ribs
  6. Right humerus
  7. Left humerus
  8. Pelvis
  9. Right radius
  10. Left radius
  11. Right hand
  12. Left hand
  13. Right femur
  14. Left femur
  15. Right kneecap
  16. Left kneecap
  17. Right tibia
  18. Left tibia
  19. Right foot
  20. Left foot
- Unconsciousness for 1-10 minutes.
- Cannot talk or eat.
- 50% death, otherwise, paralysis.
- Cannot move arms.
- 25% chance of causing organ dysfunction.
- Right arm incapacitated.
- Left arm incapacitated.
- Complete incapacitation.
- Right arm incapacitated.
- Left arm incapacitated.
- Right hand is useless.
- Left hand is useless.
- Cannot stand.
- Right leg incapacitated!
- Left leg incapacitated!
- Quarter-movement.
- Quarter-movement.
- Right leg half-movement.
- Left leg half-movement.
- Right leg half-movement.
- Left leg half-movement.



### Hit Allocation Chart

For use in determining the areas effected by certain attacks. For example: Tyler the Gnome confronts a angry Drillbot. Defenseless as usual Tyler is hit by the robot. In determining the location of the affected area a 57% is rolled, thus Tyler's genitals have been drilled off.

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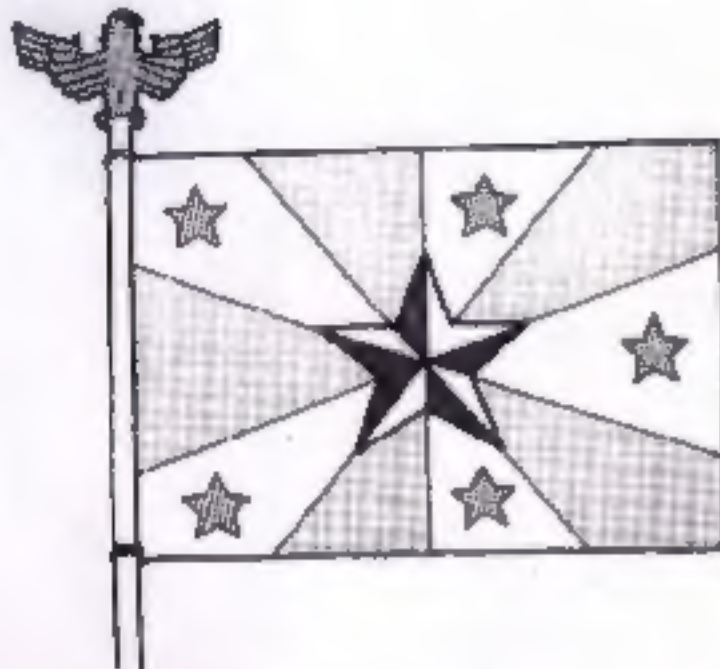
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The Flag of the United Empire of America



The central star of this figure represents the United Empire's home star, Sol while the surrounding stars stand for the five solar systems colonized by the Empire. Wherever this flag flies it symbolizes mankind's inalienable rights; the freedom of speech, press, religion, and enterprise as well as the right to conquer the weak.

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